DaddaRuleKonge

Why the hell did i make this “book”?
I needed a project other than collecting xbox achievments (that i suck at, 25K if anyone wondered). I “made” a “book” prior to this, that i called Skyrim I. It consisted of creatures and enemies from Skyrim, with google pictures and pure transcript from Skyrim wikis. It was more or like a pre-project for this insane project.

I made this book for myself and as a fan of the Nintendo Entertainment System.
It was the first game system i owned and grew up with.
I am not a professional designer and i suck in english. That is one important factor because i used the cheap cut and paste on much of the information in the book.
That beeing said. I did my very best to make this book with respect and for the people.
The book is free as a download and you can share the book if you want.
If you buy the book in paper form, the only money you pay is what the cost is to sell it through lulu.com. (i get 10cent or something, just cause` lulu.com wont let me sell it without taking some form of money).
The book also took longer than i expected. Way longer. I went way overboard with the pictures in the book. Probably nearly 10.000 pictures, if not more.
Count them and send me a mail:p

If you are happy with the book then please look at some of the web-sites on the “Reference (stolen art/info) Guide” page. Find a site that you like and give them some spending money.
Or give cash to something you belive in. A kickstarter project or something,
i don`t know?
If you are annoyed, send an email to me: sennep@hotmail.com
from: Daniel aka DaddaRuleKonge

How to use the book.

The book is made for someone who is interested in the Nintendo Entertainment System as a collector or just a gamer.

I have tried to make the book well presented and easy to look through. Although the spelling errors are numerous, try to look past it and don`t get to hung up on them.
I suck at grammar, i know:(

The main portions of the book consists of, in order:
Information about collecting.
Developers.
NES games
and
checklist for your own collection.

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Nintendo Entertainment System

This is a short wikipedia introduction for the Nintendo Entertainment System.

Following a series of arcade game successes in the early 1980s, Nintendo made plans to create a cartridge-based console called the Famicom. Masayuki Uemura designed the system. Original plans called for an advanced 16-bit system which would function as a full-fledged computer with a keyboard and floppy disk drive, but Nintendo president Hiroshi Yamauchi rejected this and instead decided to go for a cheaper, more conventional cartridge-based game console as he felt that features such as keyboards and disks were intimidating to non-technophiles. A test model was constructed in October 1982 to verify the functionality of the hardware, after which work began on programming tools. Because 65xx CPUs had not been manufactured or sold in Japan up to that time, no cross-development software was available and it had to be produced from scratch. Early Famicom games were written on a system that ran on an NEC PC-8001 computer and LEDs on a grid were used with a digitizer to design graphics as no software design tools for this purpose existed at that time.

The code name for the project was "GameCom", but Masayuki Uemura's wife proposed the name "Famicom", arguing that "In Japan, 'pasokon' is used to mean a personal computer, but it is neither a home or personal computer. Perhaps we could say it is a family computer." Meanwhile, Hiroshi Yamauchi decided that the console should use a red and white theme after seeing a billboard for DX Antenna which used those colors.

Original plans called for the Famicom's cartridges to be the size of a cassette tape, but ultimately they ended up being twice as big. Careful design attention was paid to the cartridge connectors since loose and faulty connections often plagued arcade machines. As it necessitated taking 60 connection lines for the memory and expansion, Nintendo decided to produce their own connectors in-house rather than use ones from an outside supplier.

Uemura added an eject lever to the cartridge slot which was not really necessary, but he felt that children could be entertained by pressing it. He also added a microphone to the second controller with the idea that it could be used to make players' voices sound through the TV speaker.

The Famicom was slow to gather momentum; a bad chip set caused the initial release of the system to crash. Following a product recall and a reissue with a new motherboard, the Famicom's popularity soared, becoming the best-selling game console in Japan by the end of 1984.

Encouraged by these successes, Nintendo soon turned its attention to the North American market. Nintendo entered into negotiations with Atari to release the Famicom under Atari's name as the name Nintendo Advanced Video Gaming System. The deal was set to be finalized and signed at the Summer Consumer Electronics Show in June 1983. However, Atari discovered at that show that its competitor Coleco was illegally demonstrating its Coleco Adam computer with Nintendo's Donkey Kong game. This violation of Atari's exclusive license with Nintendo to publish the game for its own computer systems delayed the implementation of Nintendo's game console marketing contract with Atari. Atari's CEO Ray Kassar was fired the next month, so the deal went nowhere, and Nintendo decided to market its system on its own.

Subsequent plans to market a Famicom console in North America featuring a keyboard, cassette data recorder, wireless joystick controller and a special BASIC cartridge under the name "Nintendo Advanced Video System" likewise never materialized. By the beginning of 1985, the Famicom had sold more than 2.5 million units in Japan and Nintendo soon announced plans to release it in North America as the Advanced Video Entertainment System that same year. The American video game press was skeptical that the console could have any success in the region, with the March 1985 issue of Electronic Games magazine stating that "the videogame market in America has virtually disappeared" and that "this could be a miscalculation on Nintendo's part."

At June 1985's Consumer Electronics Show, Nintendo unveiled the American version of its Famicom. This is the system which would eventually be officially deployed as the Nintendo Entertainment System, or the colloquial "NES". Nintendo seeded these first systems to limited American test markets starting in New York City on October 18, 1985, following up with a full-fledged North American release of the console in February of the following year. Nintendo released 18 launch titles. Some varieties of these launch games contained Famicom chips with an adapter inside the cartridge so they would play on North American consoles, which is why the title screen of "Gyromite" has the Famicom title "Robot Gyro" and the title screen of "Stack-Up" has the Famicom title "Robot Block".

The system's launch represented not only a new product, but also a reframing of the severely damaged home video game market segment as a whole. The video game market crash of 1983 had occurred in significant part due to a lack of consumer and retailer confidence in video games, which had in turn been due partially to confusion and misrepresentation in the marketing of video games. Prior to the NES, the packaging of many video games presented bombastic artwork which exaggerated the graphics of the actual game. In terms of product identity, a single game such as Pac-Man would appear in many versions on many different game consoles and computers, with large variations in graphics, sound, and general quality between the versions. By stark contrast, Nintendo's marketing strategy aimed to regain consumer and retailer confidence, by delivering a singular platform whose technology was not in need of heavy exaggeration and whose qualities were clearly defined.

To differentiate Nintendo's new home platform from the early 1980s' common perception of a beleaguered and frivolous video game market, the company freshened its product nomenclature and positioning, and it established a rigorous product approval and licensing policy. The overall system was referred to as an "Entertainment System" instead of a "video game system", which was centered upon a machine called a "Control Deck" instead of a "console", and which featured software cartridges called "Game Paks" instead of "video games". The 10NES lockout chip system acted as a lock-and-key coupling of each Game Pak and Control Deck, deterring the copying or production of NES games which had not first achieved Nintendo's licensed approval. The packaging of the launch lineup of NES games bore pictures of a very close representation of the actual onscreen graphics of the game, which were of sufficiently recognizable quality on their own. Symbols on the launch games' packaging clearly indicated the genre of the game, in order to reduce consumer confusion. A 'seal of quality' was printed on all appropriately licensed game and accessory packaging. The initial seal stated, "This seal is your assurance that Nintendo has approved and guaranteed the quality of this product". This text was later changed to "Official Nintendo Seal of Quality".

Unlike with the Famicom, Nintendo of America marketed the console primarily to children, instituting a rather strict policy of censoring profanity, sexual, religious, or political content in games. The most famous case of this was Lucasfilm's attempts to port Maniac Mansion (a game with a considerable amount of unacceptable material) to the NES. NOA continued their censorship policy until 1994 with the advent of the Entertainment Software Rating Board system.

The best-selling gaming console of its time, the NES helped revitalize the US video game industry following the video game crash of 1983. With the NES, Nintendo introduced a now-standard business model of licensing third-party developers, authorizing them to produce and distribute titles for Nintendo's platform.

In 2009, the Nintendo Entertainment System was named the single greatest video game console in history by IGN, out of a field of 25. It was the second greatest console behind only the Sega Dreamcast in PC magazines "Top 10 video game consoles of all time".

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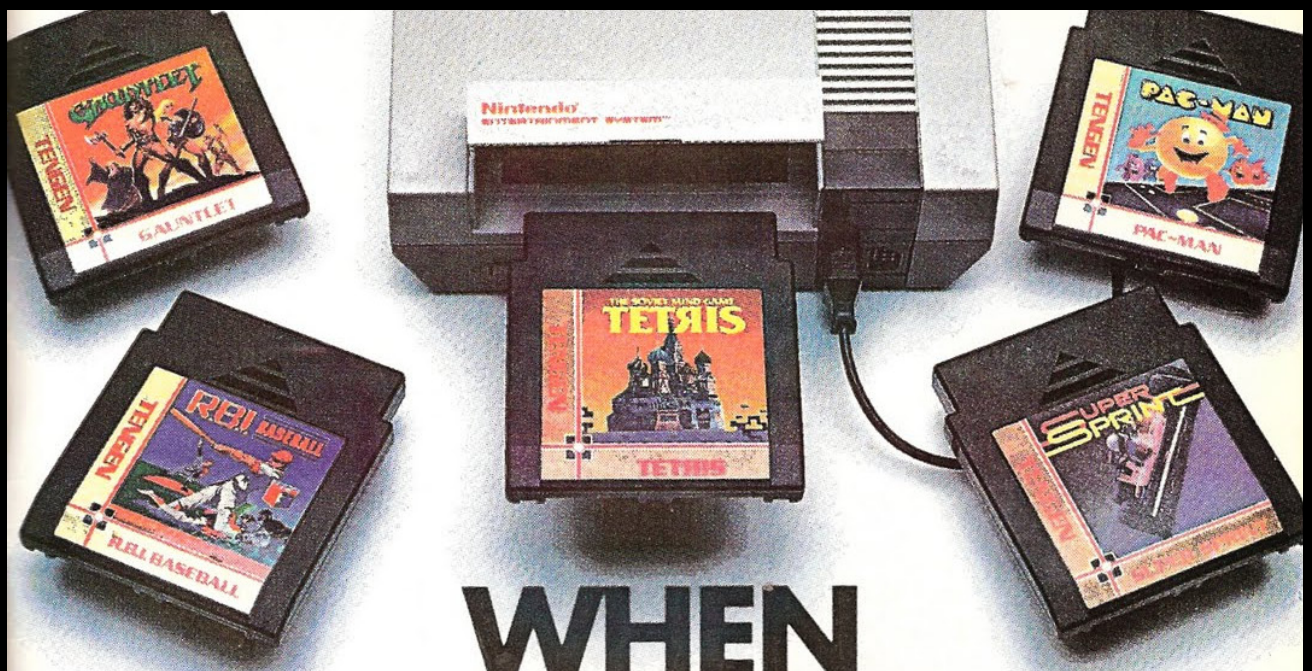

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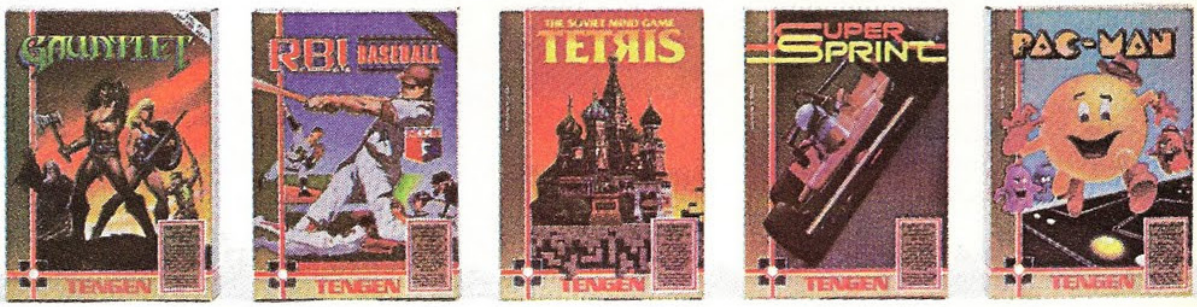

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Reference (stolen art/info) Guide

These are web sites that i use alot for pictures/screenshots, reference and most of the information. I can recommend all of these websites, as they are very informative and fun to look through. Again, if you like this book and what i did, then please contribute to any of these web-sites of your choosing, as they are the real writers of this book. I just collected and prossesed information and pictures from the sites. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

Videogame Music Preservation Foundation Wiki

"Welcome to the Videogame Music Preservation Foundation, the Wikipedia of videogame music!"

•Used for developer info and trivia.

A big wiki web-site, with tons of information, mainly within video game music.

http://www.vgmpf.com/

Hyperspin

"Connect an arcade machine to a PC and use HyperSpin as your menu system to navigate through your game collection from one convenient interface."

•Used for much of cover artwork.

A great website with a great community. Mainly for the Hyperspin system, that is a front for emulator games on your pc. A great system that i really recommend.

http://hyperspin-fe.com/

Bootgod

"This site aims to document NES carts and detailed info about their hardware."

-Used for most of cover artwork.
A giant insane web project you have to check out. It`s insanly detailed and cool.

http://bootgod.dyndns.org:7777/home.php

EmuMovies

"Your #1 Resource for Video Game Artwork!"

•Used for video game snaps and adverts.

The web-site is in family with the Hyperspin page. It has thousands of pictures regarding ads, cover art, screenshots and video samples. Join the website to get full access to their FTP server.

http://emumovies.com/
https://twitter.com/EmuMovies

NintendoAge

"Comprehensive NES resource site made by collectors. Contains scans and information for every game and variant."

•An invaluable site for video game snaps, covers and information.
•I used the site for the rarity.

Probably the biggest site regarding US NES collecting.

http://nintendoage.com/

The Video Game Atlas

"Welcome to VGMaps.com:
The Video Game Atlas - the largest source of screenshot maps on the Internet, with thousands of maps of your favourite video games!"

•Used for some pixel artwork.

Website with full maps over several videogames.

http://www.vgmaps.com/Atlas/

---

retro1.no

"no.1 Norwegian Forum for Retro Games!"

•Had some input from members regarding fact checking on the book.

A Great community for Norwegian collectors or collectors of SCN NES games.

http://www.retro1.no/forum/

Giant Bomb

"The largest video game database online, Giant Bomb features Game Reviews, News, Videos, and Forums for the latest in PS4, Xbox One, PS3, Xbox 360, Wii, ..."

- Used the for information.
- Listended to their GiantbombCast when making the book.

A great web-site with good game information.
Their podcast is very fun and informative. You should check it out.

http://www.giantbomb.com/

Nintendo Wikia

"your gateway to information on everything Nintendo - from the NES and the original Game Boy to the Wii U and the Nintendo 3DS. This Wiki-based system is free and open to the public "

- Used for information.

http://nintendo.wikia.com/wiki/Nintendo_Wiki

The Quest to Review Every NES Game

"Every U.S. made Nintendo game reviewed with style, wit, and the occasional insightful comment."

- Used some screenshots and used some of the information on games.

A very cool and fun web-site.

http://www.questicle.net/

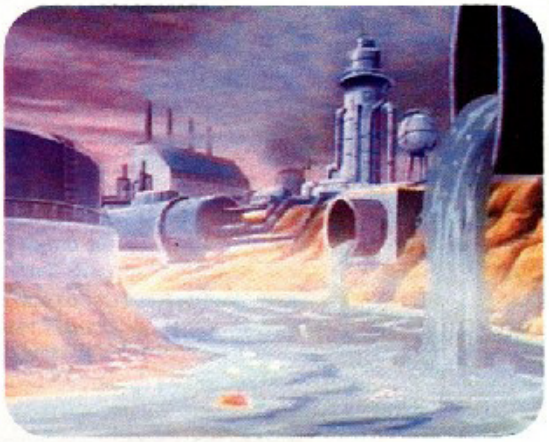
NESguide

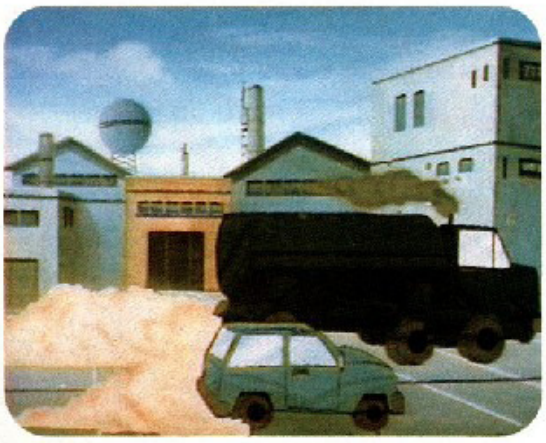
"The original video gameplay archive and reference website specifically created to index every game released in the US for the 8-bit Nintendo Entertainment System."

- Used the website for Web Reviews Rating.

The website is a good source for information, review links and video samples. A very nice and easy layout overall. Some information about games is wrong though.

http://nesguide.com/
https://www.facebook.com/nesguide/





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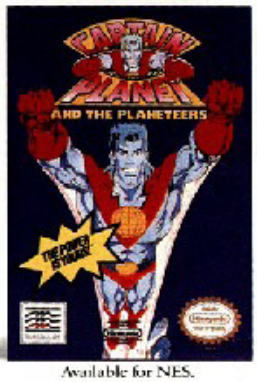

Available for NES.

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Available at Babbages, Captron, Childworld, Electronic Boutique, Fred Meier, K-Mart, Kay-Bee Toy, Sears, Software Etc., Target and Toys R Us.

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Web Shops

I can not recommend every web-shop posted here, as i have not used everyone.
What i have used with good service included are the RetroProtection and RetroZone.
You should always be a little wary about using a web-shop you have not used before.
Google the name and find customers reviews about it before you give them
your credit card information.
The shops i have listed are shops that i find with either a good library of items
or somewhat fair prices. Or both.

Stone Age Gamer

"Trust the Stone Age Gamer for your next gaming purchase, as they deliver top notch service for your gaming needs!"

- Game Cases
- NES Clones
- NES Controllers

http://www.stoneagegamer.com//
https://www.facebook.com/StoneAgeGamer

Wal R' Us Games!

"We're making it our goal here at the Uncletusk Laboratory to keep coming out with the greatest re/production products on the market."

- NES Styrofoam blocks
- Official Homebrew Ganes boxes (i.e: Battle Kid: Fortress of Peril)
- Reproductions Games

http://uncletusk.com/

RetroZone

"RetroPorts for Nintendo NES, Super Nintendo, Super Famicom, N64, Atari, and Genesis."

- RetroUSB NES controller
- Reproductions and Homebrew Games

http://www.retrousb.com/index.php

RetroProtection

*"Small investment now. Big return later!
Protect your vintage video games!"*

•Big collection of custom made box protectors.

Prices are good and the service is excellent.

http://www.retroprotection.com/main.sc

Retro Games

"UK based supplier of games, systems and accessories for all retro, classic and neo classic games consoles."

•NESHardware
•Used NES Games

Prices are subpar but acceptable.

http://www.retrogames.co.uk/

Tradera

"På Tradera hittar du allt från senaste hemelektroniken till vintage-kläder och resor."

A Swedish auction site. The place were many SCN collectors roam.
Paying for items you have won may be a little hassle if you are not from the main-land, Sweden. As the sellers sometimes don`t use or have a paypal account.

http://www.tradera.com/

Game Over Videogames

"Game Over Videogames, Inc. is an independent chain of used RETRO video game stores dedicated to the LOVE of classic video games, systems, and accessories from Atari to Xbox."

A big retro web shop with a sweet web-site.

http://www.gameovervideogames.com/

Beginners Guide to Start a Collection.

"http://www.squidoo.com/beginners-guide-to-collecting-nintendo-nes-games"

A good way to start a NES collection is buying in bulk. Later you can make personal milestones for yourself.

Region codes.

But first you need to decide what region code you want to collect.
Do you want your own region games, games that was realesed in your country? If you live abroad from the US, the NES games are often more expensive. As for example in the scandinavian countries the games are somethimes three times more expensive than in the US. But the library is much smaller in these contries as well.

Pictures from the region code on the back of a NES.

Childhood memories

Do you only want to collect the games you played and grew up with? This is also a good starting point as many collectors start with the games they knew and played growing up.

Complete or loose

Do you want the games complete or loose? This is an important factor, for if you start with a bunch of loose and later decide to start collecting boxed, the box and manual are often as expensive or more than the game itself. So, it`s best to buy the game complete, than starting to fill in the missing items of the games your already own.

PAL A and PAL B NES boxes.

Unlicenced games

Do you want to collect the unlicenced games? This can be a very fun, but sometimes an expensive task.

NES hardware.

Do you want to collect NES hardware? Something i want to start collecting. It looks like alot of fun. You should have alot of space if you want to start a collection of NES hardware.

5 screw.

When Nintendo started making games and sold the first wave of licenses to 3rd party companies, the gray carts themselves had 5 screws and a flat top. After a year, they found a more efficient way to make the games, and easier to get into with the notches on the top. So the original 5 screw carts are often much rarer, some of them significantly so.

Personal Milestones.

Personal milestones are a great and fun way to get a feeling of completion when you are collecting. A milestone can be e.g.:

-All the Capcom, konami games.
-All the small boxes, early black label games.
-All games featuring Mario
-All games from a specific year.
Or just collecting a set of number. Like 222 games or somethig, i don`t know. Find your a personal milestone that works for you.

Factory sealed.

Collecting sealed games has become big in the collector scene. Often people buy the games they like sealed because of sentimental value, but get bit by the collection bug and soon sit with a big collection on their hands. Other collectors may buy sealed games because of the skyrocketing value and hope to get a profit. But whatever the motives are, sealed games collecting are a dangerous and difficult task for the uninformed person. Many people are trying to take advantage of others, and will do their best to trick them.

Before you start buying sealed games, you should do a little homework on the stuff. Join a forum read some facts and get a little educated. The guide that follows, made from the nice ebay seller skcin08 does a good job of explaining many of the dangerous tell-tale of sealed collecting.

"by: skcin08@ebay.com"

This guide will explain some methods to detect if a NES game is factory sealed or has been resealed. Games for other systems (Sega, Sony, other Nintendo systems) were sealed in all sorts of various ways, so please keep in mind this guide is for NES only.

As many as 95% of NES games have a seam in the shrinkwrap that runs horizontally across the back of the box. The seam is often called the "H seam" or "Horizontal seam". This seam ALWAYS starts exactly half-way down the box. A box is 7 inches (17.8 cm) high, so the seam should start 3.5 inches (8.9 cm) down both sides of the box. If a game is missing this horizontal seam, it is not necessarily resealed. Many games released by LJN/Acclaim were sealed with a vertical overlapping seam. The licensed versions of Pac-Man and Ms. Pac-Man released by Namco do not have any seam on the back. In addition, all unlicensed games were sealed in various different ways. If you have a licensed game that does not feature this horizontal seam, it could be resealed.

Recently, resealers have started faking this seam, though it is hard to make a convincing fake. Check the spot where the "H seam" comes perpindicular with the vertical part of the seam. If the game is a legitimate factory seal, the seam usually slightly bends to the side and slightly overlaps itself. If the game has been resealed, chances are it was resealed with cheap equipment and will just come straight down making a perfect 90 degree angle. The horizontal seam on the Burgertime meets perpendicular with the vertical part making a 90 degree angle, because it has been resealed. However, on the Dr. Chaos below, the shrinkwrap slightly overlaps itself, because this game is a legitimately factory sealed.

The only way to tell for sure if a game has been resealed with 100% accuracy, is to check the "hinge" part of the top flap. As soon as the top flap has been opened for the first time, a white line will form at the hinge area, which is especially easy to notice on darker boxed games. This white line is difficult to see in white boxed games such as Anticipation, but for a darker boxed game such as Dragon Warrior IV, it is especially easy to notice. When the top flap opens and closes, wear and tear will start to accumulate around the hinge area. The more often a game box is opened and closed, the more wear and tear will start to accumulate around the hinge area. Sometimes reseal-ers will take magic marker and color over the white line, making it harder to notice. Be sure to check closely under a bright light to look for slight discolorations and wear to make sure the white line hasn't been colored over. The picture of 1942 has wear around the hinges on the top flap and is a reseal.

Check the hang tab. The hangtab used to hang most NES games is a “D” style hang tab, measuring 2 inches wide and 1.75 inches high. Often times the part of the hang tab that is stuck to the shrink wrap is slightly discolored, yet oddly enough, the rest of the tab is usually still clear. This is because of the type of the plastic used and the age. If a game has a hang tab with these properties, it is likely legit. Sometimes the hang tabs fell off the games, or in some cases retailers applied their own different style hang tab, so it is important to know that the absence of a hang tab or a different style tab does not mean the game is a reseal.

If the game is resealed the seller may know that it has been resealed, but don’t send him rude emails because he may not know they are resealed either. Often times, if a retailer in the early 90s had a game returned to them, they would simply reseal it and sell them as new. This is called a “vintage reseal”, and sometimes people resort to eBay simply to sell their old store stock and do not know their games are resealed. Always look out for the phrase “factory sealed”. Some dishonest sellers will simply say “sealed” in which case they would not be lying. Furthermore, sometimes if a seller is knowingly selling reseals, he will purposely post low-quality photos, or photos of weird angles of the game, so that you can’t easily tell that it’s been resealed. If you have any doubts, email the seller first. Their response usually says a lot about their credibility and character. If they give you a bad vibe, it is best to proceed with caution or stay away entirely.

Price tags. Some legitimate factory sealed games have price tags on them, but resealers sometimes will add their own price tags onto the shrinkwrap. If the price tag looks old and discolored due to age, chances are it is a legit factory sealed game. Also, where is the price tag from? Generic white price guns can be purchased on eBay for around $15 shipped, but price tags from major retailers are not easy, and generally not worth the time, to reproduce. If a game has a price tag from a major retailer such as Toys R Us, Wal-Mart, K-Mart, etc., it is likely factory sealed.

Check the seller’s feedback. Do they seem honest and legitimate? If they have 100s of positive feedback, they are likely not pulling a scam, but don’t let that mislead you. If they have any negative feedbacks, check them. If a negative feedback says something about resealing games, you should proceed with caution or not proceed at all. I hope this is common sense.

If you have received a game that is a reseal, email the seller immediately and request a refund. Once again, the sellers response will say a lot about his character. If he will not allow you a refund, you can file a dispute with Paypal (if you paid with Paypal) as long as you file it within 45 days of the paypal payment. You will be required to send the item back and you will be responsible for return shipping charges. Make sure you purchase Delivery Confirmation to prove that you sent the item back, or Signature Confirmation if the original Paypal payment was $250 or more. I would not recommend leaving negative feedback unless the seller gives you a hard time and you are fairly certain he knew it was resealed when he sold it.

One last thing I’d like to say is simply to use common sense. If something seems suspicious, proceed with caution. Don’t be afraid to bombard the seller with questions and request more photographs if unsure about the ones provided. Be smart about what you purchase.

If you want to start a sealed collection or just curious, you should join one or both of these forums.
They look like they have their shit together.

sealedgameheaven.com

The forum has game sale & trade boards, a sealed game databases from every console with information on seal types, styles & variants for both NTSC and PAL. Confirmation & evidence in relation to factory seals & reseals and what a game is worth.

sealedvideogames.net

The web-site has a blog about sealed videogames with rare and obscure listing posted all the time. A forum with community of many experienced collectors, sealed guides for every system for newbie collector to read, learn and discuss and an extensive database of sealed prices, based on confirmed actual sales.

Prototypes.

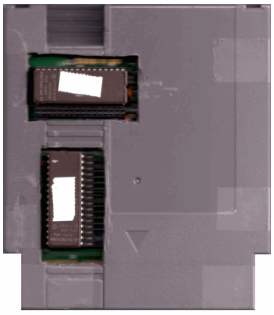
A prototype is a version of a game from its development phase (typically an alpha or beta version) which was typically not meant to be released.

Contrary to common internet belief, prototypes are often not a “beta”; beta versions are when the game is mostly complete, but is lacking the finishing polish (unfixed bugs or glitches, unpolished translation, etc.). In this way, most prototypes released are alpha or pre-alpha versions, when the game is still under active development and several features are not finalized.

Prototypes usually end up on the internet by game testers, reviewers, or developers either directly by using a backup device, or indirectly by giving such test cartridges to friends where they eventually end up on eBay or simply dumped online. In some rare instances, prototypes end up being sold by pirates who mask it as the final version.

Prototypes are very interesting because they often feature lots of content that was changed or removed in the final version without any trace. In many cases, they also feature debug modes of some kind.

“tcrf.net”



Games and equipment may become collectible by virtue of its unavailability. This includes games available only in prototype form, which may have left the company because of liquidation, theft, journalistic review, or other cause. Games that were not released to the public are still of interest to the gaming community, as their software can be copied and distributed over the Internet. Prototypes tend to decrease in value when their ROM is released publicly. Because these titles are not supposed to leave their respective companies, they can also be considered black market collectibles.

Like sealed games, collecting prototypes can be a challenge, as people are making fakes to sell. It is possible to An EPROMs programmer and burn another game rom onto a regular cart, messing with the cart label and selling it as a prototype without much hassle.

by:“nintendoplayer.com”

The plastic Nintendo cartridges act like protective shells for the circuit boards inside. These circuit boards are called PCBs (Printed Circuit Boards). The data found inside of the majority of prototype carts is stored on memory chips on the PCB called EPROMs. “EPROM” stands for Erasable Programmable Read Only Memory.

Game data found inside of nearly all regular, officially licensed Nintendo carts is stored not on EPROMs, but rather on memory chips on the PCB called Mask ROMs (or MROMs). “MROM” stands for Mask Read Only Memory.

Unlike permanent MROMs, EPROMs were never meant to last for a very long time. They were temporary solutions for testing games or flashing them quickly to ship them out to gaming publications for previews and reviews before the mass-produced carts were manufactured. To prevent the game data from erasing, EPROMs on prototypes are often covered with an adhesive sticker to help block out UV light.

A sure way of visually differentiating an EPROM from an MROM is by seeing if there is a small square in the middle of the chip like the one on the right. This is called an EPROM window, and it’s made of quartz crystal that makes it reflective like a hologram. Exposing this window over time to a certain amount of UV light will gradually erase the game data stored on an EPROM.

EPROM window

EPROMs can also be erased over several years without any direct exposure to UV light. Just how long it takes for the data to erase under normal temperate conditions, without sunlight or other UV light to progress the erasure, is unsure. The slow erasing of data without exposing the EPROM to UV light is what as known as bit rot.

EPROMs are not unique to prototypes alone; they can be found on some other games, as well. Several pirated and unlicensed games, like all three of the Panesian pornographic titles, use EPROMs. (This means that, one day, Panesian collectors will be left with nothing but their own self shame.)

Test carts are examples of official, non-prototype Nintendo games using EPROMs. These were cartridges given to Nintendo Service Centers to help diagnose console and accessory problems.

In rare cases, there have even been reports of EPROMs being spotted in some officially licensed and released Nintendo carts.

Nintendo compiled a list of all officially licensed NES titles, complete with release dates. Many prototypes are dated either on the label or on the inside. The further away the date is on the prototype from the release, the better your chances are of finding differences. Prototypes dated a month or two before release are most likely review copies sent to gaming publications and will be close to (if not identical) to the released game (although there could be a debug menu, invincibility, or level select capabilities).

For the online market pricing of released game prototypes, those for the NES usually cost more than any other system. For prototypes of terrible games (i.e. Total Recall terrible), the price may be as low as $50. Prototypes of average, run-of-the-mill games generally go for between $75-$150. For prototypes of more popular or rarer games, prices vary at $150-$250+. Major first party Nintendo games can reach prices much higher. Like one of the the Legend of Zelda prototype, that came in a shock yellow game cart. According to the internet, the prototype sold on ebay for $55,000.

Official Nintendo TKEPROM Prototype Board with Official Nintendo Prototype Stickers

Seeing an NES-TKEPROM board is very good confirmation of a prototype's authenticity as these type of boards are found only in prototypes. The majority of prototypes have one or two EPROMs (or sometimes more like, for example, one known prototype of The Legend of Zelda). These EPROMs require a special EPROM board for them to work. You cannot use EPROMs on a regular production board (at least, not without additional modification).

You would be hard pressed to find any more proof of legitimacy than with an official Nintendo prototype label on a cartridge holding an official Nintendo prototype board with official Nintendo prototype EPROM stickers inside.

Another common standard prototype label you might see is one that's white (or discolored yellow by age) and reads "*USA VERSION* (FINAL/NTSC)" on the front label.

NES-TKEPROM boards are not the only official Nintendo prototype PCBs. NES-UNEPROM PCB is another board found only in prototypes and is also a good way of authenticating a prototype.

Prototypes in the NTSC format are most sought after, while those in the PAL format generally do not go for as much money. Reasens may be that most prototype collectors are located in the US and that NES games were sometimes released in North America months (or even years) in advance of the European release, thereby making differences in PAL format prototypes from the final games harder to come by.

Prototypes will often have their cartridges cut out so you can see the PCBs inside. This was done mostly for EPROMs that were socketed because the use of sockets can raise them up, making it difficult to close the cartridge. (Also, the cutting away of plastic allowed developers easy access to the EPROMs inside instead of having to unscrew the cart every time from the back.)

Not all prototypes use special prototype boards like NES-TKEPROM or NES-UNEPROM. In some examples, prototypes can come on regular PCBs without any modifications and without any EPROMs (this includes prototypes of both released and unreleased games). This kind is the most problematic to try to authenticate because when you compare, say, the prototype PCB of a prototype with a copy of the same released PCB game, there's really no visual difference between the two.

Many prototypes have company-specific labels, here is a list of some examples to be on the look out for:

- *Acclaim*
  - *Return To: Prototype*
- *Activision*
  - *Prototype*
- *Capcom*
  - *Pre-Release*
  - *Prototype (Back Label)*
  - *Prototype (Front Label)*
- *Hudson Soft*
  - *Prototype*
- *LJN*
  - *Preproduction Sample*
  - *Sample Game Pak*
- *Nintendo*
  - *USA Version ROM (FINAL/NTSC)*
- *RARE*
  - *CES (Consumer Electronic Show) Test Sample*
- *SUNSOFT*
  - *Sample*
- *Taito*
  - *Prototype*
- *Tengen*
  - *Unreleased Prototype (1)*
  - *Unreleased Prototype (2)*
- *Ultra/Konami*
  - *Sample (NTSC)*
  - *Sample (PAL)*

The biggest problem about collecting prototypes however, beyond the possibilities of fakes, are bit rot. It is real and something to certainly be concerned about. EPROMs are said to have a guaranteed minimum of ten years life. That's a given. The survival rate after that can range from another ten to fifteen years and even longer. The problem is you'll never know until bit rot occurs. There are no warning signs.

If you are curious about prototypes, you should check one or both of these dedicated web-sites:

nintendoplayer.com
tcrf.net/The_Cutting_Room_Floor

Where do I get games?

- •Ask your friends and co-workers if they still have old games lying around (some will even give them to you for free)
- •Hunt around at garage sales and flea markets (don't be afraid to try and talk people down in price)
- •Visit your local Goodwill
- •Go digging through relatives attics and basements (with permission) The hunt is always fun and your bound to find something
- •Use forums.

Collecting NES games on ebay for beginners

by:"unknown@ebay.com"

Collecting Nintendo Entertainment System games seems to be quite popular on ebay, whether it be from the nostalgia of their days of a children, or the value of such mere carts. At any given time, it is pretty easy to find the games you want, however, there are trends you must watch and tips on how to find deals and when to not bid. The first thing you must know is when to buy a game, and when not to buy a game as well as what games to buy. The first tip you need to know is to effectively utilize the "search title and description" feature, as it could save you tons of money.

The first tip when starting your collection is BUY IN LOTS. Although the intial investment will be high, you will be saving money in the long term. Would you rather buy 100 games all at once for $200 with $30 or so shipping, or would you rather pick out 100 titles one-by-one paying an average of $3 to $4 per game and $6 to $7 per game afterwards? not to mention the hassle of dealing with hundreds of sellers rather than one?

When the average ebayer is looking for a game, he or she only searches the title feature, but the key is to use "search title and description". Often there will be times where the seller of the games won't know what he has, or has failed to properly research their value and they will just clump a good game in a pile of bad games without thinking anything of it.

Another tip is to search for misspellings of game titles - although rare, it could be possible a valuable game could slip through the cracks this way.

Example: typing "Flinstones" in the search title and description instead of "Flintstones" , or "Casltevania" instead of "Castlevania" or "six" instead of "6"

Sometimes there are "spikes" in a game price that you should avoid.

Example: Flintstones II: Surprise at Dinosaur Peak gets overbid, and the price soars to $150 when it normally costs $100. You should wait a few days to see how many other copies are placed on ebay within the next two weeks, because people are more tempted to sell their item when they can get the most out of it. The best bet is to check "Completed" auctions to see what the normal price over the last 30 days for the game is, however, some games only come on ebay once or twice every few months, and the earliest to get them is the best time.

Examples: Panesian's Bubble Bath Babes, Bandai's Stadium Events, Myriad 6-in-1

Collecting is a slow, painful process that doesn't just happen in one day..or even one year (unless, of course, you're bill gates) so the key point is the be patient.

NES REGION CODES

Nintendo was the first console maker to introduce regional locks to its consoles. Games for the Nintendo Entertainment System were locked through both physical and technical means. The NES also contained the 10NES authentication chip; the chip was coded for one of three regions:

NTSC (North America)
PAL-A (United Kingdom and Italy)
PAL-B (other European countries)

A game's region is recognized by the console using the 10NES chip. If the chip inside the cartridge conflicts with the chip inside the console, the game will not boot. The 10NES chip also doubled as a form of DRM to prevent unlicensed or bootleg games to play on the NES.

Compatibility

The chip-id's for the 10NES and the compability are as followed:

10NES Key-Chip inside a PAL-A cartridge.

NTSC (3193 / 3193A)
- US = USA
- CAN = Canada

PAL-A (3197A)
- UKV = United Kingdom
- GBR = Great Britain (many found in Australia)
- ITA = Italy
- AUS = Australia

PAL-B (3195A)
- EEC = Europe (European Economic Community)
- NOE = Germany (Nintendo of Europe)
- NOE/FRG = Germany (with German text)
- FRG/FRG = Germany (with German text)
- FRG = Germany, Spain and Switzerland
- SCN = Scandinavia
- GPS = Europe (Game Pak Software)
- SWE/SWE = Scandinavia (with swedish text)
- ESP = Spain
- FRA = France, Netherlands & Belgium
- FRA/FRA = France & Belgium (French text)
- HOL = Netherlands and Belgium
- FAH = France & Holland
- DAS = Spain, Germany & English
- KOR = Korea

ASIAN (3196A)
- HKG = Hong Kong
- ASI = Asian

Corporations

Nintendo Co., Ltd. is a Japanese multinational consumer electronics company. Nintendo is the world's largest video game company by revenue. Nintendo originally produced handmade hanafuda cards.By 1963, the company had tried several small niche businesses, such as cab services and love hotels.

Nintendo Co., Ltd.	
Founded	Kyoto, Japan (September 23, 1889)
Founder	Fusajiro Yamauchi
Headquarter	Kyoto, Japan
Employees	5,195 internal, 1,988 external (2013)
Website	nintendo.com

Abandoning previous ventures, Nintendo developed into a video game company, becoming one of the most influential in the industry and Japan's third most valuable listed company with a market value of over US$85 billion. As of December 31, 2013, Nintendo has sold over 669.36 million hardware units and 4.20 billion software units.

Nintendo of America is also the majority owner of the Seattle Mariners Major League Baseball team.

The name Nintendo can be roughly translated from Japanese to English as "leave luck to heaven."

The exterior of Nintendo's main headquarters in Kyoto, Japan

The Nintendo Entertainment System home video game console was launched in 1983 in Japan as Family Computer (abbreviated Famicom in Japan and NES in the rest of the world) alongside ports of its most popular arcade titles. In 1985, the NES launched in North America, and was accompanied by Super Mario Bros., one of the best-selling video games of all time.

Nintendo Research & Development 1	
Successor	Nintendo SPD
Founded	1970
Headquarter	Japan
Employees	100+

R&D1 was Nintendo's oldest development team. Its creation coincided with Nintendo's entry into the video games industry, and the original R&D1 was headed by Gunpei Yokoi. The developer has created several notable Nintendo series such as Metroid, Ice Climber, Kid Icarus, and Wario Land.

Nintendo R&D1 established a close relationship with hardware developer Intelligent Systems, and initially worked together on a couple of projects. There was previous misconception that Nintendo R&D1 members left to work at Intelligent Systems, but that is false. The development team has gradually been reduced with a couple of senior members retiring or joining other Nintendo affiliated companies like Creatures, most notably Hirokazu Tanaka and Hirofumi Matsuoka.

R&D1 developed the hugely successful Game Boy line, which was released in 1989. They developed some of the line's most popular games, such as Super Mario Land, and created the character of Wario.

Team Shikamaru was a small club within Nintendo R&D1 that was composed of Makoto Kano, Yoshio Sakamoto, and Toru Osawa. The group was responsible for designing characters and coming up with scripts for several games including Metroid, Kid Icarus, Famicom Tantei Club: Kieta Kōkeisha, Trade & Battle: Card Hero, and several others.

Nintendo Research & Development 2

Successor	Nintendo Entertainment Analysis and Development
Founded	1972
Headquarter	Japan

R&D2 was a team within Nintendo that developed software and peripherals. R&D2 ported several of the Nintendo R&D1 and Nintendo R&D3 games over to the Famicom in the early 1980s. While usually occupied in system operating software and technical support, the team would come back to early development in the 1990s where several new designers got their start at game development, the most famous being Eiji Aonuma who developed Marvelous: Treasure Island.

R&D2 was originally led by Masayuki Uemura, who previously worked for Sharp Corporation, using an idea of Sharp's solar technology Uemura's department went on to develop the popular Nintendo beam gun games, selling over 1 million units. Kazuhiko Taniguchi took Uemura's position in 2004. Nintendo R&D2 was later merged into Nintendo SPD.

Nintendo R&D3 was founded in the 1980s, with Genyo Takeda as the general manager. R&D3 was the smallest of the three, but that didn't stop them from helping Nintendo on larger projects, as well as developing games targeted more to a Western audience such as NES sports games and Punch-Out!!. Their last game developed was Pilotwings 64. In 2000, they were renamed Nintendo Integrated Research & Development, and all software designers and programmers were moved to Nintendo EAD. *"giantbomb.com"*

Nintendo Research & Development 3

Successor	Nintendo Entertainment Analysis and Development
Founded	1980s
Headquarter	Japan

Absolute Entertainment was an American video game publishing company. Through its development house, Imagineering, Absolute Entertainment produced titles for the Amiga, Atari, Sega Mega Drive and NES among others, as well as for the PC.

Absolute Entertainment	
Successor	Skyworks Technologies
Founded	1986
Founder	Garry Kitchen
Defunct	1995
Headquarter	Upper Saddle River, New Jersey, United States

After leaving his position as a video game developer and designer at Activision, Garry Kitchen founded the company in 1986 with his brother Dan Kitchen, along with David Crane, Alex Demeo, John Van Ryzin. The company's headquarters was in Glen Rock, New Jersey, but later moved to another New Jersey borough, Upper Saddle River. While the company was based in New Jersey, David Crane worked out of his home on the West Coast. The company's name was chosen because it was alphabetically above Activision, implying that Absolute Entertainment was superior to Activision . It was the same strategy that Activision chose when the programmers left Atari.

At Absolute Entertainment, Kitchen continued developing games for the Atari 2600 and Atari 7800, as he had done at Activision. However, the Nintendo Entertainment System had already displaced Atari's dominance of the video game console market. Kitchen swiftly shifted his focus to the NES, and produced several landmark titles for the platform, beginning with A Boy and His Blob: Trouble on Blobolonia in 1989, and Battle Tank in 1990. Absolute Entertainment published at least 30 titles before dwindling sales from diminishing product quality prompted Kitchen to shutter the company in 1995. Since Kitchen had already formed a new company with David Crane called Skyworks Technologies, some of the employees transitioned to the new company.

Acclaim Entertainment	
Successor	Acclaim Games
Founded	1987
Founder	Greg Fischbach
Defunct	2004
Headquarter	Glen Cove, New York, U.S.
Website	Acclaim.com

Acclaim Entertainment was an American video game developer and publisher. It developed, published, marketed and distributed interactive entertainment software for a variety of hardware platforms.

The name of the company was picked because it had to be alphabetically above the co-founder's former place of employment, Activision, and also had to be alphabetically above Accolade (another company formed by ex-Activision employees). This was a common formula for picking names of new companies that were founded by ex-Activision employees (the founders of Activision used this formula when they left Atari).

After Acclaim Entertainment's 2004 demise, the Acclaim brand and logotype were purchased by the unrelated company Acclaim Games (defunct from August 26, 2010). Canadian video game publisher Throwback Entertainment acquired more than 150 titles from Acclaim's video game library. In July 2010, We Go Interactive Co., Ltd., based in Seoul, Korea, purchased all IP related with Re-Volt, RC Revenge Pro, RC De GO from Throwback Entertainment.

During Acclaim's decline towards bankruptcy, an executive Steve Perry, made several controversial business and marketing decisions. One example was a promise that a USD $10,000 (£5000) prize would be awarded to UK parents who would name their baby "Turok", to promote the release of Turok: Evolution. Another was an attempt to buy advertising space on actual tombstones for a Shadowman game.

Activision

Type	Subsidiary of Activision Blizzard
Founder	Greg Fischbach
Headquarter	Santa Monica, California, United States
Employees	6700
Website	Activision.com

Activision Publishing, Inc. is an American video game publisher. It was the world's first independent developer and distributor of video games for gaming consoles. Its first products were cartridges for the Atari 2600 video console system published from July 1980 for the US market.

Before Activision, third-party developers did not exist. Software for video game consoles were published exclusively by makers of the systems for which the games were designed. For example, Atari was the only publisher of games for the Atari 2600. This was particularly galling to the developers of the games, as they received no financial rewards for games that sold well, and did not receive credit for their games.

Atari programmers David Crane, Larry Kaplan, Alan Miller, and Bob Whitehead met with Atari CEO Ray Kassar in May 1979 to demand that the company treat developers as record labels treated musicians, with royalties and their names on game boxes. Kaplan, who called the others "the best designers for the [2600] in the world", recalled that Kassar called the four men "towel designers" and that "anyone can do a cartridge." Crane, Miller, and Whitehead left Atari and founded Activision in October 1979 with former music industry executive Jim Levy and venture capitalist Richard Muchmore; Kaplan soon joined the company. The name "Activision" was decided upon so that the company would appear before Atari in the phone book.

In December 2007, it was announced that Activision would merge with Vivendi Games, which owned fellow games developer and publisher Blizzard, and the merger would close in July 2008. The new company was called Activision Blizzard and is headed by Activision's former CEO, Robert Kotick. The new company is estimated to be worth US$18.9 billion, ahead of Electronic Arts, which is valued at US$14.1 billion.

K.K. Atlus

Parent	Sega Corporation
Founded	1986
Headquarter	Setagaya, Tokyo, Japan
Employees	121 (2014)
Website	atlus.co.jp

K.K. Atlus is a Japanese computer and video game developer, publisher, and distribution company. It is best known for developing the role-playing video game franchise Megami Tensei. Its corporate mascot is the Shin Megami Tensei demon Jack Frost.

Atlus U.S.A., Inc. established in 1991, is the American subsidiary of Japanese video game publisher Atlus. Atlus USA publishes games created by Atlus as well as by other developers. Atlus USA is strictly a publisher, often localizing obscure or niche titles from other Japanese developers.

Many of the Megami Tensei games have not been released in North America. Jack Bros. for the Virtual Boy, Revelations: Persona for the PlayStation, and Revelations: The Demon Slayer for the Game Boy Color were the first three games in the series to have a North American release, all in the 1990s. The American release of Shin Megami Tensei: Nocturne in 2004 was the first main series video game to have an American release. Since then, the majority of the series has had an American release in addition to the Japanese, including Shin Megami Tensei: Persona 3, Shin Megami Tensei: Devil Summoner: Raidou Kuzunoha vs. The Soulless Army, and Shin Megami Tensei: Strange Journey.

Atlus USA also has published games under the loose moniker Marl Kingdom, beginning with the relatively unheard of Rhapsody: A Musical Adventure, in 2000.

Bandai Company, Limited

Type	Subsidiary of Namco Bandai
Successor	Namco Bandai Games
Founded	1950
Headquarter	Taitō, Tokyo, Japan
Website	Bandai Japan Bandai US

Bandai Company, Limited is a Japanese toy making and video game company, as well as the producer of a large number of plastic model kits. It is the world's third-largest producer of toys (after Mattel and Hasbro). Some ex-Bandai group companies produce anime and tokusatsu programs.

Bandai was founded in 1950. In the 1960s Bandai expanded to include export sales. Bandai's racing car set, which first appeared in 1962, became a huge success. The 1970s continued to see Bandai expand, with Bandai Models being established in 1971. Although not their most profitable range, Bandai's 1/48 scale AFV models dominated that segment of the model kit market. Bandai America Inc. was established as local US sales/marketing operation in 1978.

Since the 1980s, Bandai has become the leading toy company of Japan, and to this day, has the main toy licenses in Japan to popular properties including Daikaiju, Ultraman, Super Robot, Kamen Rider, the Super Sentai and Power Rangers series (which they took part in creating), Gundam and many others.

The management of Bandai and Sega discussed a merger in the late 1990s, but the merger was later cancelled, citing "cultural differences".

During the late 1970s, Bandai sold the TV Jack console line: a series of pong based consoles. The last of the series was the Bandai Super Vision 8000 console released in 1979. It wasn't a simple pong based console system but a cartridge system with an 8-bit NEC D780C (Z80 clone) as CPU.

Brøderbund Software, Inc.

Successor	The Learning Company
Founded	1980
Defunct	1998
Headquarter	Eugene, Oregon
Website	broderbund.com

Brøderbund Software, Inc. was an American maker of video games, educational software and The Print Shop productivity tools. It was best known as the original creator and publisher of the Carmen Sandiego games. Brøderbund was purchased by The Learning Company in 1998.

Brøderbund was founded by brothers Doug and Gary Carlston in 1980 for the purpose of marketing Galactic Empire, a video game that Doug Carlston had created in 1979. Their sister, Cathy, joined the company a year later. Before founding the company, Doug was a lawyer and Gary had held a number of jobs, including teaching Swedish at an American college. Galactic Empire had many names taken from African languages; a group of merchants was named Broederbond, Afrikaans for "association of brothers". To emphasize its family origin while avoiding a connection with the white-supremacist South African organization of the same name, the Carlstons altered the spelling when naming their company "Brøderbund".

For a brief time, Brøderbund was involved in the video game console market when it published a few games for the NES through its New Ventures Division. All of Broderbund's games for the NES, including the port of its own franchises Lode Runner, Spelunker and Raid on Bungeling Bay, were developed by third-party Japanese companies. Brøderbund published some titles that were produced by companies that didn't have a North American subsidiary, such as Compile's The Guardian Legend, Imagineer's The Battle of Olympus, and Legacy of the Wizard, the fourth installment in Nihon Falcom's Dragon Slayer series. Brøderbund also developed and marketed an ill-fated motion sensitive NES controller device called the U-Force, which was operated without direct physical contact between the player and the device.

Capcom Co., Ltd.

Founded	1983
Employees	2,476 (2013)
Headquarter	Chuo-ku, Osaka, Japan San Mateo County, California, U.S.
Revenue	US$728.1 million (2010)
Website	capcom.com

Capcom Co., Ltd. is a Japanese developer and publisher of video games, known for creating multi-million-selling franchises such as Mega Man, Monster Hunter, Resident Evil, Devil May Cry and Street Fighter.

The original companies that spawned Capcom's Japanese branch were I.R.M Corporation founded on May 30, 1979, as well as its subsidiary Japan Capsule Computers Co., Ltd., both of which were devoted to the manufacturing and distribution of electronic game machines. The two companies underwent a name change to Sambi Co., Ltd. in September 1981, while Capcom Co., Ltd. itself was first established on June 11, 1983, for the purpose of taking over the internal sales department.

In January 1989, the old affiliate company Capcom Co., Ltd. merged with Sambi Co., Ltd., resulting in the current Japanese branch. The name Capcom is a portmanteau of "Capsule Computers", a term coined by the company to describe the arcade machines it solely manufactured in its early years, designed to set themselves apart from personal computers that were becoming widespread at that time. The word capsule alludes to how Capcom likened its game software to "a capsule packed to the brim with gaming fun", as well as to the company's desire to protect its intellectual property with a hard outer shell, preventing illegal copies and inferior imitations.

In recent years, Capcom has been criticized for controversial sales tactics, such as having to pay for additional content which is already available within the game's files, most notably in Street Fighter X Tekken. Capcom has defended the practice.

Enix Corporation

Successor	Square Enix
Founded	1975
Defunct	2003
Headquarter	Tokyo, Japan

Enix Corporation was a Japanese company that produced video games, anime and manga. The company was founded by Yasuhiro Fukushima as Eidansha Boshu Service Center and renamed Enix in 1982. Enix is perhaps best known for publishing the Dragon Quest series.

Enix was founded by Japanese architect-turned-entrepreneur Yasuhiro Fukushima. The company initially published tabloids that advertised real estate. After a failed attempt to go nationwide in 1982, the newly renamed Enix began its foray into the gaming market by holding a personal computer game programming contest. One of the winners was the puzzle game Door Door by Koichi Nakamura, which would become one of the company's better known home computer titles. The game was subsequently ported to the Nintendo Family Computer, but never saw any form of release outside of Japan. Nakamura would stay on board as one Enix's key programmers.

From 1983 to 1993, Enix published games for Japanese home computers including the NEC PC-8801, MSX, Sharp X68000, and FM-7. Beginning on the Famicom, Enix published the very successful Dragon Quest series, which, after the formation of Square Enix, had already sold over 35 million copies worldwide. Although the first few titles were developed by Chunsoft, other companies would also develop main installments, spin-offs, and remakes for the series including Heartbeat, ArtePiazza, and TOSE. The Dragon Quest franchise would carry over as one of Square Enix's most important assets. Other notable franchises published by Enix include the acclaimed Star Ocean and Valkyrie Profile series by tri-Ace, both of which would also continue with Square Enix.

GameTek

Successor	Take 2 Interactive
Defunct	1998
Headquarter	North Miami Beach, Florida

GameTek was a video game publisher based in North Miami Beach, Florida well known for publishing video game adaptations of game shows in the early 1990s.

GameTek was a trade name for IJE, the owner of electronic publishing rights to Jeopardy! and Wheel of Fortune. Originally IJE licensed these titles to ShareData of Chandler, Arizona; however, when IJE saw ShareData's success with the titles, IJE decided to publish the titles themselves, resulting in the founding of GameTek.

After establishing distribution for the game show titles, GameTek branched out by licensing European titles for the North American market, including Frontier: Elite II and The Humans.

GameTek filed for bankruptcy in 1997 and closed in July 1998. Some of the company's assets were acquired by Take 2 Interactive in 1997.

HAL Laboratory, Inc.

Founded	1980
Headquarter	Chiyoda-ku, Tokyo, Japan
Employees	145 (2013)
Website	hallab.co.jp

HAL Laboratory, Inc. is a Japanese video game developer. The company is most famous for its character Kirby, the Mother series (otherwise known as EarthBound), and the Super Smash Bros. series.

HAL was named that way because "each letter put them one step ahead of IBM".

HAL Laboratory started off making games for the MSX system and the Commodore VIC-20.

In many of its games during the early to mid-1990s it used the name HALKEN (derived from their literal Japanese name "HAL KENkyūjo") as well as HAL Laboratory. Some of its early titles were also released as HAL America, a North American subsidiary of the company led by Yash Terakura.

The current president of Nintendo, Satoru Iwata, was a former president of HAL.

HOT•B Co. Ltd.

Successor	Star-Fish
Founded	1983
Defunct	1993
Headquarter	Tokyo, Japan
Website	hotb.com

HOT•B Co. Ltd., was a Japanese video game company. They are best known for developing the The Black Bass series.

After HOT•B filed for bankruptcy and became defunct, it was acquired by the company Star-Fish.

HOT•B was established in 1983 as an independent project section among advertising agencies.A short time later, when the home computer boom occurred, HOT•B started developing and selling software under the GA Gamu label. The company originated the fishing game genre with The Black Bass series.

In 1993, the company refocused its development efforts on arcade games and the Super Famicom. However, the same year, it fell into insolvency and went bankrupt the day after its last game, Bazoo! Mahou Sekai, was released on July 23.

Hudson Soft Co., Ltd

Parent	Konami Digital Entertainment
Founded	1973
Defunct	2012
Employees	421 (2011)
Website	hudson.jp

Hudson Soft Co., Ltd, commonly known by its brand name Hudson, was a Japanese video game publisher. It was headquartered in the Midtown Tower in Tokyo Midtown, Akasaka, Minato, Tokyo, Japan, with an additional office in the Hudson Building in Sapporo.

Hudson Soft was founded on May 18, 1973. Initially, it dealt with personal computer products, but later expanded to the development and publishing of video games, mobile content, video game peripherals and music recording.

Hudson is best known for developing game series such as Bomberman, Adventure Island, and Bonk's Adventure.

Hudson Soft ceased to exist as a company on March 1, 2012 and was merged with Konami Digital Entertainment. Products and services will continue to be provided under the Hudson brand through Konami.

The relation between Hudson Soft and Konami can be traced back as early as 1985, when Hudson ported Konami's arcade game Pooyan to the Famicom. Moreover, Konami was a third party publisher for Hudson Soft's PC Engine in Japan. But the acquisition process of Hudson Soft by Konami would only begin in 2001.

Hudson had a long history of creating games for other publishers. The most notable of these were the Mario Party series, created for Nintendo. They developed the first eight console installments; however, Mario Party 9 was developed by Nintendo subsidiary Nd Cube, which consists of many former Hudson employees.

LJN Toys, Limited

Successor	Acclaim Entertainment
Founded	1970
Defunct	1995
Headquarter	New York City

LJN Toys, Limited was an American toy company and a video game publisher. It manufactured toy lines and released video games based on licensed properties from movies, television shows, and celebrities.

LJN Toys Ltd. was founded in 1970 by Jack Fredmans, who later founded other toy companies, notably THQ and Jakks Pacific (Holy Xerecas).

The name LJN came from the initials of Lewis J. Norman, the reverse of Norman J. Lewis, whose toy company had employed Friedman as a sales representative in the 1960s. Lewis initially backed the company financially, but later sold his interest to a Chinese investor.

In 1985, MCA, which had been actively acquiring companies in the mid-1980s, acquired LJN for around $67 million in an effort to retain more profits from the merchandising of its film properties.

In 1989, MCA decided to sell LJN after years of losses

Many of LJN's titles (particularly the pre-Acclaim ones) did not disclose the developer, there is no video game that has been developed in-house by LJN. All of LJN's video games were developed by external developers. Most games made by LJN were movie tie-ins or based on an existing brand. Many of these games were not received very well and the LJN name holds a reputation as one of the least-acclaimed game publishers of the pre-2000's. The games spanned over a number of console generations.

Konami Corporation

Founded	1969
Headquarter	Tokyo Midtown, Japan
Revenue	US$3.24 billion (2012)
Employees	5,758 (2012)
Website	Konami.com Konami.net

Konami Corporation is a Japanese developer and publisher of numerous toys, trading cards, anime, tokusatsu, slot machines, arcade cabinets, video games, and additionally operates health and physical fitness clubs in Japan.

Konami is famous for popular video game series such as Castlevania, Contra, Dance Dance Revolution, Gradius, Frogger, Suikoden, Ganbare Goemon, Metal Gear, Pro Evolution Soccer, Silent Hill and Yu-Gi-Oh!. The 2012 purchase and absorption of Hudson Soft resulted in the addition of several other popular franchises, including Adventure Island, Bloody Roar, Bomberman, Far East of Eden and Star Soldier. Konami is the fifth-largest gaming company in the world by revenue.

Konami is also known for its password, the Konami Code, which traditionally gives many power-ups in its games. Although variants also exist, as in the Parodius series, and button naming can differ depending on the controller used, the classic Famicom or NES combination is: Up, Up, Down, Down, Left, Right, Left, Right, B, A. Although use of this code in more recent Konami productions has been sparse.

The company was founded in 1969 as a jukebox rental and repair business in Toyonaka, Osaka, Japan, by Kagemasa Kōzuki, who remains the company's chairman. The name "Konami" (/kəˈnɑːmiː/; Japanese pronunciation: [kó.nà.mì]) is a conjunction of the names Kagemasa Kozuki, Yoshinobu Nakama, and Tatsuo Miyasako.

Ocean Software Ltd

Predecessor	Spectrum Software
Successor	Infogrames UK (1998)
Founded	1984
Defunct	1998
Headquarter	6, Central Street, Manchester, England

Ocean Software Ltd (also known in the United States as Ocean of America, Inc.), commonly referred to as Ocean, was a British software development company, that became one of the biggest European video game developers/publishers of the 1980s and 1990s.

The company was founded by David Ward and Jon Woods and was based in Manchester. Ocean developed dozens of games for a variety of systems such as the ZX Spectrum, Commodore 64, MSX, Amstrad CPC, Commodore 16, Atari ST, Amiga, PC, and video game consoles such as the Nintendo Entertainment System, Super Nintendo Entertainment System, Sega Master System and Sega Mega Drive.

One of the most recognizable features of Ocean games on the Commodore 64 was the Ocean Loader. Since this computer used cassettes as storage, loading a game could take several minutes. Ocean used a special loading system that displayed a picture based on the game and played music while the game was loading. The Ocean loader music is still popular by fans of chiptunes.

Ocean was famous for often buying the rights to make video games from different arcade, movie and television franchises. Many license games combined several styles for example featuring platform action and car driving. The most well received license games by Ocean were RoboCop (1988), Batman The Movie (1989) and Robocop 3 (1992), which featured 3D graphics in 16-bit versions. Also the adventure game, Hook (1992) got positive reviews. The 1986 game Batman got a rating of 93% in Crash magazine.

Square Company, Limited

Successor	Square Enix
Founded	1986
Founder	Masashi Miyamoto
Defunct	2003
Headquarter	Tokyo, Japan

The Square Company, Limited was a Japanese video game company. It merged with Enix in 2003 and became part of Square Enix. The company sometimes used Squaresoft as a brand name to refer to their games, and the term is occasionally used to refer to the company itself.

Square was founded in Yokohama by Masashi Miyamoto after he graduated from Waseda, one of Japan's top universities. Back then, Square was a computer game software division of Den-Yu-Sha, a power line construction company owned by Miyamoto's father. While at the time game development was usually conducted by only one programmer, Miyamoto believed that it would be more efficient to have graphic designers, programmers and professional story writers working together on common projects. Square's first two titles were The Death Trap and its sequel Will: The Death Trap II, both designed by part-time employee Hironobu Sakaguchi and released on the NEC PC-8801.

Square has also made other widely known games such as Chrono Trigger, Chrono Cross, Secret of Mana, Legend of Mana, Xenogears, Brave Fencer Musashi, Parasite Eve, Parasite Eve 2, Saga Frontier, Romancing Saga, Vagrant Story, Kingdom Hearts, and Super Mario RPG: Legend of the Seven Stars (done under the guidance of Shigeru Miyamoto).

A merger between Square and its competitor Enix was in consideration since at least 2000; however, the financial failure of the movie Final Fantasy: The Spirits Within made Enix hesitant to join with a company which was losing money.

Sunsoft

Founded	1971
Headquarter	Kōnan, Aichi, Japan
Website	sunsoftgames.com

Sunsoft is a Japanese video game developer founded as a division of Sun Corporation, itself a division of Sun Electronics, or Sun Denshi Corporation in Japan.

Sunsoft's history in video games began in arcades with two video games released in 1978: Block Challenger and Block Perfect. They later had several arcade hits in the early 1980s such as Arabian, Ikki and Kangaroo. In the latter half of the 1980s Sunsoft began developing original games and technology for the home video game console market, with emphasis mostly on the NES. Sunsoft had gone international at that time, and it had the publishing might to secure major licenses of the day (such as Batman and The Addams Family).

Outside Japan, the definite golden era for the company was the 8-bit NES, on which their games were widely considered state of the art in graphical and aural prowess. Sunsoft was slow to transition to 16-bit consoles, however, releasing several NES and Famicom titles that went unnoticed at launch, and have only been rediscovered by enthusiasts recently, such as: Ufouria (Hebereke), Mr. Gimmick (Gimmick!), and Journey to Silius (Raf World). Additionally, a number of Sega games, including Fantasy Zone, Fantasy Zone II and After Burner, have been ported for Nintendo consoles by Sunsoft. The games Sunsoft produced in the 16-bit era were no longer as polished or cutting-edge, the licenses were less prominent, and no new hit games appeared. Finally, in 1995, they heavily restructured in the face of bankruptcy, eventually resurfacing with a scant number of video games for the PlayStation such as Monster Seed and games for the Game Boy Color.

The Taito Corporation is a Japanese publisher of video game software and arcade hardware and as of 2005, wholly owned by publisher Square Enix. Taito has their headquarters in the Shinjuku Bunka Quint Building in Yoyogi, Shibuya, Tokyo, sharing the facility with its parent company.

Taito Corporation	
Founded	1953
Founder	Michael Kogan
Headquarter	Shibuya, Tokyo, Japan
Employees	662 (2010)
Parent	Square Enix
Website	taito.com

Taito is best known for producing hit arcade games, such as Space Invaders and Bubble Bobble. They have produced arcade games all around the world, while also importing and distributing American coin-op video games in Japan. Taito also owns several arcades in Japan known as Taito Stations.

The company was founded in 1953 by a Russian Jewish businessman named Michael Kogan as Taito Trading Company. Taito started out importing and distributing vending machines. Later, they began leasing jukeboxes and they eventually started to manufacture their own. They eventually began producing electro-mechanical arcade games in the 1960s.

Taito introduced their first video arcade game in 1973. It was also this year that they changed their name from Taito Trading Company to Taito Corporation. In 1978 Toshihiro Nishikado, a designer at Taito, created Space Invaders which became the company's most popular title ever and one of the most memorable games in arcade history, responsible for beginning the golden age of arcade video games. The game was published in the US by Midway.

Due to the huge success of Space Invaders, Taito opened in 1979 an American division called Taito America Corporation in order to release games in North America.

Tecmo Co., Ltd.	
Founded	1967
Headquarter	Tokyo, Japan
Parent	Tecmo Koei Games
Website	Acclaim.com

Tecmo Co., Ltd., is a Japanese video game corporation. Tecmo is best known for the Star Force, Dead or Alive, Ninja Gaiden, Deception, Monster Rancher, Rygar, Tecmo Bowl, Fatal Frame, and Gallop Racer video game series.

The company was founded on July 31, 1967 as a supplier of cleaning equipment. Two years later, in 1969, it started to sell amusement equipment.

In March 1981, a U.S. division was inaugurated in Los Angeles as U.S. Tehkan, Inc.. A month later, on April 1981, Tehkan released in Japan its first arcade video game titled Pleiads (which was distributed in America by Centuri). When it was still called Tehkan, the company released arcade games such as Bomb Jack and Tehkan World Cup.

On January 8, 1986, Tehkan officially changed its name to Tecmo Co, Ltd.

On the 3 June 2008 Team Ninja head Tomonobu Itagaki resigned from the company and filed a 145 million yen ($1.3 million) lawsuit for "unpaid completion bonuses" and "emotional distress". This was followed by another lawsuit filed on the 16th of June by two plaintiffs on behalf of Tecmo's 300 employees for unpaid wages amounting to ¥8.3 million.

On August 29, 2008 Square Enix made plans for a friendly takeover of Tecmo by purchasing shares at a 30 percent premium with a total bid of ¥22.3 billion. On September 4, 2008 Tecmo officially declined the takeover proposal.

Ultra Software Corporation

Former type	Shell subsidiary of Konami
Founded	1988
Defunct	1992
Headquarter	Buffalo Grove, IL, USA
Parent	Konami

Ultra Software Corporation was a shell corporation and publishing label created in 1988 as a subsidiary of Konami of America, in an effort to get around Nintendo of America's strict licensing rules for the North American Konami release games for Nintendo consoles.

One of these rules was that a third-party company could only publish up to five games per year for the NES in the US. This was hardly convenient for Konami, which had begun releasing more than ten games a year for both the Family Computer and Family Computer Disk System in Japan. With a greater library than they were allowed to localize, Konami formed the Ultra Games brand to extend their annual library to ten games a year.

Ultra's first game was the NES version of Metal Gear. At first, Ultra was dedicated to localizing Konami's pre-existing software from Japan, but later they began publishing works from other companies as well. Some of Konami's most notable games released under the Ultra label include Operation C (an original Game Boy installment of the Contra series), Snake's Revenge and the first few Teenage Mutant Ninja Turtles games for the NES and Game Boy.

After the North American launch of the Super Nintendo Entertainment System, Nintendo became less strict on the number of games third-parties could publish. As a result, Ultra Games began losing its purpose and Konami shortly dropped the label in 1992.

In Europe, Konami established the Palcom Software Limited subsidiary for similar purposes.

Virgin Interactive

Successor	Avalon Interactive
Founded	1981
Defunct	2003
Headquarter	London, England

Virgin Interactive was a British video game publisher. It was formed as Virgin Games Ltd. in 1981. The company became much larger after purchasing the budget label, Mastertronic in 1987. It was part of the Virgin Group. In 1994 it was renamed Virgin Interactive.

It published games for PC and systems, including the Amiga, C64, Sega Master System, Super Nintendo Entertainment System, Sega Saturn, Sony PlayStation, Nintendo 64 and Dreamcast among others.

It helped the career of many developers, including Westwood Studios (who developed Command & Conquer Series and the PC port of Resident Evil) and Synergistic. Also, many workers for Shiny Entertainment, including David Perry, worked for Virgin before splitting off to create Earthworm Jim.

Also among Virgin Interactive alumni are famed video game composer Tommy Tallarico, artist Doug TenNapel, designer David Bishop, animator Bill Kroyer, animator/artists Andy Luckey and Mike Dietz and programmer Andy Astor.

In 1993 Virgin Interactive created the "Digicel" process, originally for an unpublished game called "Dynoblaze" which was managed by Andy Luckey, Paul Schmiedeke and Bill Kroyer. Bill K. Key to developing the process were Dr. Stephen Clarke-Willson, David Perry, designer David Bishop, animator Bill Kroyer, animation producer Andy Luckey, technical director Paul Schmiedeke, animator Mike Dietz and programmer Andy Astor. The technology was first released to the general public in Disney's Aladdin for the Sega Mega Drive/Sega Genesis and subsequently on such projects as The Lion King video game.

Active Enterprises Ltd.

Founder	Vince Perri, Raul Gomila
Headquarter	Miami, Florida, United States

Active Enterprises Ltd. is a defunct American video game developer headquartered in Miami, Florida which was active in the early 1990s.

Active Enterprises was formed by Raul Gomila and Vince Perri in 1989, and was founded by the genesis of the idea behind Action 52, a collection of 52 original games on one cartridge which was developed and published internally and eventually released for the NES in 1991. The game was not licensed by Nintendo.

Promising 52 "new and original exciting games", Action 52 was initially sold for the comparatively high price of $199 USD, and was backed up by a promotional contest which offered a grand prize of $104,000. However, the title soon became notorious for the poor quality of its games and their numerous bugs and glitches, while the contest, which involved reaching a stage in the game Ooze became essentially unwinnable due to these same factors. Nonetheless, in 1993 Active Enterprises contracted Farsight Technologies to port Action 52 to the Sega Genesis and the SNES, and develop the sports game Sports 5. Only Action 52 for the Genesis was released out of these 3 games.

Active Enterprises employed 4 college students who developed the original Action 52 NES game cartridge. They have kept a low profile until recently. In August 2012 one of the four original Action 52 developers surfaced and surprised the gaming community with their find, their very own original boxed Action 52 NES Prototype cartridge, the only other Action 52 Prototype known to exist. Along with never before seen original Action 52 and Cheetahmen posters and artwork, they posted an eBay auction selling the items for a $97,000 Buy It Now option or Best Offer. The auction generated over 10,000 views and 50 offers. They have since created a blog documenting the auction, the prototype, and more importantly, their part in the development of the Action 52 NES cartridge.

American Game Cartridges

Founded	1990
Defunct	1994
Headquarter	Chandler, Arizona, U.S.
Parent	ShareData

American Game Cartridges (AGC) was an American video game developer and publisher established as a subsidiary of ShareData in 1990. Like ShareData, American Game Cartridges was headquartered in Chandler, Arizona. AGC published three video games for the NES in 1990.

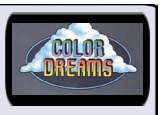
Prior to the founding of American Game Cartridges, ShareData hired Richard C. Frick as Vice President of Product Development. Frick worked previously at Atari Games, and had some experience with their console game subsidiary, Tengen. Frick was acquainted with this strategy, and applied it at ShareData's new company, American Game Cartridges. To defeat the NES's lockout chip, called 10NES, AGC licensed technology from Color Dreams.

AGC also licensed two titles from arcade game manufacturer Exidy: Chiller (1986) and Death Race (1976), which they adapted to the NES in 1990. Chiller was AGC's first game release, and was also ShareData's first title for the NES. Death Race quickly followed, as did an original work called Shockwave (1990).

Keeping with ShareData's business model of producing low-cost video games, AGC attempted to undersell their competition by as much as 30%. However, debts mounted throughout 1991, and by the fourth quarter AGC's creditors were trying to force the company into a reorganization under Chapter 11 of the United States' Bankruptcy Code.

American Game Cartridges planned several other game releases, including a conversion of Exidy's Crossbow (1983), but was unable to complete development.

Color Dreams



Successor	Wisdom Tree
Founded	1988
Defunct	1991

Color Dreams was a company that developed video games for the NES.

While most companies that developed NES games obtained an official license from Nintendo to produce game cartridges, Color Dreams was unusual in that it developed NES games without an official license. To produce these unlicensed games, Color Dreams had to bypass the NES's "lock out" chip (the 10NES). The company successfully bypassed the system, developed a game (Baby Boomer), and released it in 1989. Several other titles followed in 1989 and 1990, including Captain Comic, Crystal Mines, and Robodemons.

As a result of its reputation for releasing poor games, Color Dreams formed the label Bunch Games in 1990. Bunch Games was meant to be a label that Color Dreams could use to release lower quality games so that its reputation would not be damaged further. In 1991, Color Dreams formed Wisdom Tree for the purpose of releasing Christianity-themed games. The Wisdom Tree label resulted in Color Dreams' best selling titles, including Spiritual Warfare and Bible Adventures. While Wisdom Tree remains active today and is still selling religious video games, Color Dreams quit the video game business in the mid 1990s. Wisdom Tree is no longer associated with Color Dreams.

One Color Dreams project that was never released was a game based on the movie Hellraiser. The game cartridge, or "Super Cartridge" as it was called at the time, contained an extra processor that modified the tiles in the cartridge RAM without alerting the NES processor. This allowed for enhanced graphic effects rarely seen on the NES, such as a fully animated background running without the lag usually found with such tricks. The project was eventually abandoned.

Camerica

Founded	1988

Camerica was a company owned and operated by David J. Harding. It was a video game company that was notable for producing unlicensed NES games and hardware.

Camerica created many early peripherals for the NES, such as Supersonic The Joystick, a wireless controller add-on. Nintendo sued Camerica and their USA distributor, Galoob Toy many times. Camerica and Galoob Toy prevailed every time. There were lawsuits in California, New York and Canada. Nintendo had to pay Galoob Toy US$15,000,000 in damages over one of those lawsuits.

Since Camerica still lacked license to produce NES games, they had to create their own cartridges that would bypass Nintendo's lock-out chip. Like the circuit used in Color Dreams cartridges, the Camerica lock-out defeat generated glitch pulses that froze the chip. The cartridges they made were shaped slightly differently from Nintendo's cartridges, though they still fit in the NES. The most notable difference however was in color; all Camerica cartridges were gold and later silver. They also featured a switch for play on European NES consoles.

Camerica released the Codemasters-designed Game Genie in Canada and the UK.

Thor Aackerlund was a spokesperson for the brand.

Hacker International was a Japanese video game company that developed and published games from 1990 to 2001 for the Nintendo Famicom (including Famicom Disk System), NEC PC Engine (including PC Engine CD), Sony PlayStation (as Map Japan) consoles, and Windows PCs.

Panesian

Founder	Satoru Hagiwara
Parent	Hacker International

The company was known for its play-for-porn approach to gaming, with such games as AV Pachi-Slot (Hot Slots) and Soap Panic (Bubble Bath Babes) featuring female nudity as a reward for skilful playing. These games were usually distributed through mail order and sold approximately 30,000 to 50,000 copies each. Many of their games were developed by Taiwanese companies and were released in non-pornographic form elsewhere in the world; however three were released in the United States for the NES with pornography intact (albeit sometimes modified to "Westernise" the girls' features) by another Taiwanese company, Panesian.

The Hacker name was first used by Satoru Hagiwara, an entrepreneur and former music producer, for a monthly PC magazine. Hacker International was founded by Hagiwara as an outlet for its writers' ideas; its first product was the Hacker Junior, an upgrade for Famicom systems that provided composite video output and turbo controllers, for which they were sued by Nintendo and eventually settled out of court. The company was also known for the Disk Hacker software which allowed users to copy Famicom Disk System disks using only an ordinary Disk System (as opposed to the official method of using Nintendo's authorised Disk Writer units, which were placed only in game stores and charged 500 yen to copy a selected game to a customer's disk). Several versions were released to combat successive anti-piracy measures introduced by Nintendo.

None of Hacker's games, with the exception of their 15 PlayStation titles, were licensed by the respective console manufacturers; Hiroshi Yamauchi personally opposed pornographic content in Famicom games, believing they would tarnish Nintendo's reputation. When Tokuma Shoten's Family Computer magazine published advertisements for Hacker's games, it felt its relationship with Nintendo—which it relied on for preview materials—was so threatened that five of Tokuma's top executives travelled to Nintendo to apologise to Yamauchi in person. However, NEC was more tolerant of Hacker's PC Engine releases (under the Games Express brand) and actually thanked Hacker for helping console sales. Hacker became a licensee for the PlayStation under the name Map Japan, releasing 15 games, but eventually closed in 2001 due to competition from other publishers and Hagiwara's own loss of interest in gaming.

Sachen

Founded	1988
Headquarter	Taipei, Taiwan
Website	sachen.com.tw (closed)

Thin Chen Enterprise, also known as Sachen or in the original name Sheng Qian Enterprise Co., Ltd, was a Taiwanese company that developed several original games for the NES, Mega Drive and Game Boy.

All of Thin Chen's games were produced without license from the console manufacturers (With the exception of the Watara Supervision and Mega Duck); the company produced at least 70 unique games for the NES and Famicom and at least 32 for the Game Boy (albeit compiled into eight 4-in-1 cartridges), making it the most prolific unlicensed developer and publisher for both consoles by a considerable margin. The company also produced its own NES hardware clones, such as the Q-Boy.

Tengen

Founded	1987
Defunct	1994
Headquarter	Milpitas, California, USA
Parent	Atari Games

Tengen was a video game publisher and developer that was created by arcade game manufacturer Atari Games.

Atari had been split into two distinct companies. Atari Corporation was responsible for computer and console games and hardware and owned the rights to the Atari brand for these domains. Atari Games was formed from Atari's arcade division, and were able to use the Atari name on arcade releases but not on console or computer games. When Atari Games wanted to enter the console-game market, it needed to create a new label that did not use the Atari name. The new subsidiary was dubbed Tengen, which in the Japanese nomenclature of the oriental game Go refers to the central point of the board (the word "Atari" comes from the same game). Tengen then made an agreement with Namco to bring some of their Family Computer games to the NES in North America before Namco opened its own North American branch (Namco Hometek) in 1990. Tengen also released games by Sunsoft (another developer without a North American branch).

Tengen unsuccessfully tried to negotiate with Nintendo for a less restrictive license (Nintendo restricted their licensees to releasing only five games per year, and required their games to be NES-exclusive for two years). Nintendo refused, so in December 1987 Tengen agreed to the standard licensing terms. In 1988, Tengen released its first and only three cartridges licensed through Nintendo—R.B.I. Baseball, Pac-Man and Gauntlet. Meanwhile, Tengen secretly worked to bypass Nintendo's lock-out chip called 10NES that gave it control over which games were published for the NES. While numerous manufacturers managed to override this chip by zapping it with a voltage spike, Tengen engineers feared this could potentially damage NES consoles and expose them to unnecessary liability. The other problem was that Nintendo made frequent modifications to the NES to prevent this technique from working. Instead the company chose to reverse engineer the chip and decipher the code required to unlock it. However, the engineers were unable to do so, and the launch date for its first batch of games was rapidly approaching.

With time running short, Tengen turned to the United States Copyright Office. Its lawyers contacted the government office to request a copy of the Nintendo lock-out program, claiming that the company needed it for potential litigation against Nintendo. Once obtained, it used the program to create its own chip that would unlock the NES. When Tengen launched the unlicensed versions of its games, Nintendo immediately sued Tengen for copyright and patent infringement. In the initial phases of trial, the court sided with Nintendo, but the sides settled before the matter was fully resolved.

Their cartridges for unlicensed games do not come in the universally recognizable semi-square grey shape licensed Nintendo games come in; instead, they are rounded and matte-black, and resemble the original Atari cartridges.

Tengen faced another court challenge with Nintendo in 1989 in copyright controversy over Tetris. Tengen lost this suit as well and was forced to recall what was estimated to be hundreds of thousands of unsold cartridges (having sold only about 50,000).

Despite its problems with Nintendo, Tengen went on to produce games for the Sega Mega Drive/Genesis, Sega Master System, Sega Game Gear, Sega CD, Atari Lynx, and NEC Turbo Grafx-16. The company also licensed games for home computers such as the Amiga and the Atari ST, most of these were published by British company Domark. It was best known for its ports of popular Atari arcade games, including Klax, Hard Drivin', STUN Runner, and Paperboy, although they published many other titles as well. In 1993, after Time Warner bought a controlling stake in Atari Games, the Tengen name was discontinued and home games were now released under the Time Warner Interactive (TWI) brand.

Wisdom Tree

Headquarter Arizona, United States

Wisdom Tree is an American manufacturer and distributor of unlicensed Christian video games.

In the late 1980s, Color Dreams and Tengen were the largest producers of unlicensed games for the NES, but, due to pressure from Nintendo, Color Dreams faced many difficulties getting retailers to stock its games. Although Color Dreams violated no laws in opting out of the Nintendo licensing system with its workaround of Nintendo's lockout chip technology, Nintendo was displeased that it was receiving no revenues from Color Dreams games, and wanted to prevent other companies from following suit. Thus, Nintendo began to threaten to cease selling games to retailers that sold unlicensed NES games. Because retailers could not afford to stop doing business with Nintendo, unlicensed companies were at a disadvantage. Color Dreams thus had great difficulty getting access to the retail market, and decided to work outside of mainstream NES distribution channels. Also, many of their games were reported to have problems getting to run properly, and were criticized for their lack of quality and gameplay.

In 1990, Color Dreams began to consider producing games with biblical themes. At the time, there were few religious video games for console systems. Officials at Color Dreams saw that there was a market for them and that many stores that would be most interested in retailing Christian games – Christian bookstores – were likely not to sell video games at all, and thus not vulnerable to pressure from Nintendo. While many Christian bookstores at the time sold much more than books—they also sold religious movies, Contemporary Christian music, and other goods—such stores did not sell video games. In order to convince these stores to sell religious games, Color Dreams, through its new Wisdom Tree subsidiary (which would live on long after the demise of its parent company) worked hard to promote this new genre of video games. Wisdom Tree sent Christian bookstores 3-foot Bible Adventures displays, as well as VHS cassettes showing gameplay. These promotional videos made the case to Christian bookstores using lines like: "This game promotes Bible literacy and teaches children about the Bible while they play a 'fun and exciting' Super Mario Bros. style video game." Ultimately, these efforts proved successful, and Color Dreams was able not only to find a new distribution channel for its games, it was also able to launch a new genre of video games, which meant that no other companies competed with its new Wisdom Tree label. **3.32.**

Wisdom Tree's titles always had a Christian theme to them, and were often sold in Christian bookstores and the like. Most games attempted to use the medium to tell Bible stories in such a way as to make them interesting to children of the video game era. Interestingly, many of their games were partial conversions of titles previously released by Color Dreams, with appropriate changes in theme. A Wisdom Tree product catalog shows screenshots from Joshua & The Battle of Jericho displaying a side-scrolling game using the Bible Adventures engine. The actual released game used the Crystal Mines/Exodus engine.

The company's first release as Wisdom Tree was Bible Adventures, a three-in-one multicart which borrowed many gameplay elements found in the American Super Mario Bros. 2, applied to three different Bible stories: Noah collecting animals for the Ark, saving Baby Moses from Pharaoh's men, and re-enacting the story of David and Goliath. The game sold 350,000 copies, encouraging the company to continue pursuing this path of making games.

Other Wisdom Tree games included Exodus (a conversion of Color Dreams's old Crystal Mines game, with the story of the Israelites' 40-year desert trek grafted onto it), King of Kings (similar to Bible Adventures, but now featuring three events in the early life of Jesus Christ) and Bible Buffet (a "video board game" with Bible quizzes). They also released Spiritual Warfare, an action-adventure title similar in style to The Legend of Zelda, albeit with the requisite religious theme (the player, as a foot soldier in the Lord's army, is tasked with saving the souls of the heathen populace, using fruit of the spirit). The company also released ports of some of these games to the Sega Genesis and Game Boy, as well as Bible-reading programs (both King James and NIV versions) for Game Boy. Their Sunday Funday, a 1995 conversion of the Color Dreams game Menace Beach, is one of the last commercial NES releases in the United States.

Wisdom Tree holds the distinction of having made the only unlicensed game ever commercially released for the American Super Nintendo Entertainment System, Super 3D Noah's Ark. This conversion of the Wolfenstein 3D engine featured the player as Noah, attempting to quell upset animals on the Ark by flinging sleep-inducing fruit at them. Its shape (the only American SNES cartridge to not use the standard Nintendo-manufactured shell) resembles that of the SNES Game Genie or Sonic & Knuckles on the Sega Genesis, with a pass-through cartridge port at the top; the game requires an "official" Nintendo-licensed cartridge plugged into this pass-through, which allows the game to bypass the SNES's lockout protection and boot up.

The Wisdom Tree game King of Kings was listed as the honorable mention in Gamespy.com's "Seven Christmas Games That Make You Hate Christmas", due to its unentertaining gameplay and the farcical feel of dodging "acid-spitting camels".

Wisdom Tree is still active today, selling religious video games. The company released an all-in-one "TV controller" system featuring seven of their NES games in a single, self-contained unit. More recently, they have released Heaven Bound, a more modern 3D game for the PC. These games are produced on 3D Game Studio (e.g. Joseph and Galilee Flyer), using the default models that come with the program. All Wisdom Tree NES games are playable through the official website in the Arcade Section via vNES, a Java-based NES emulator.

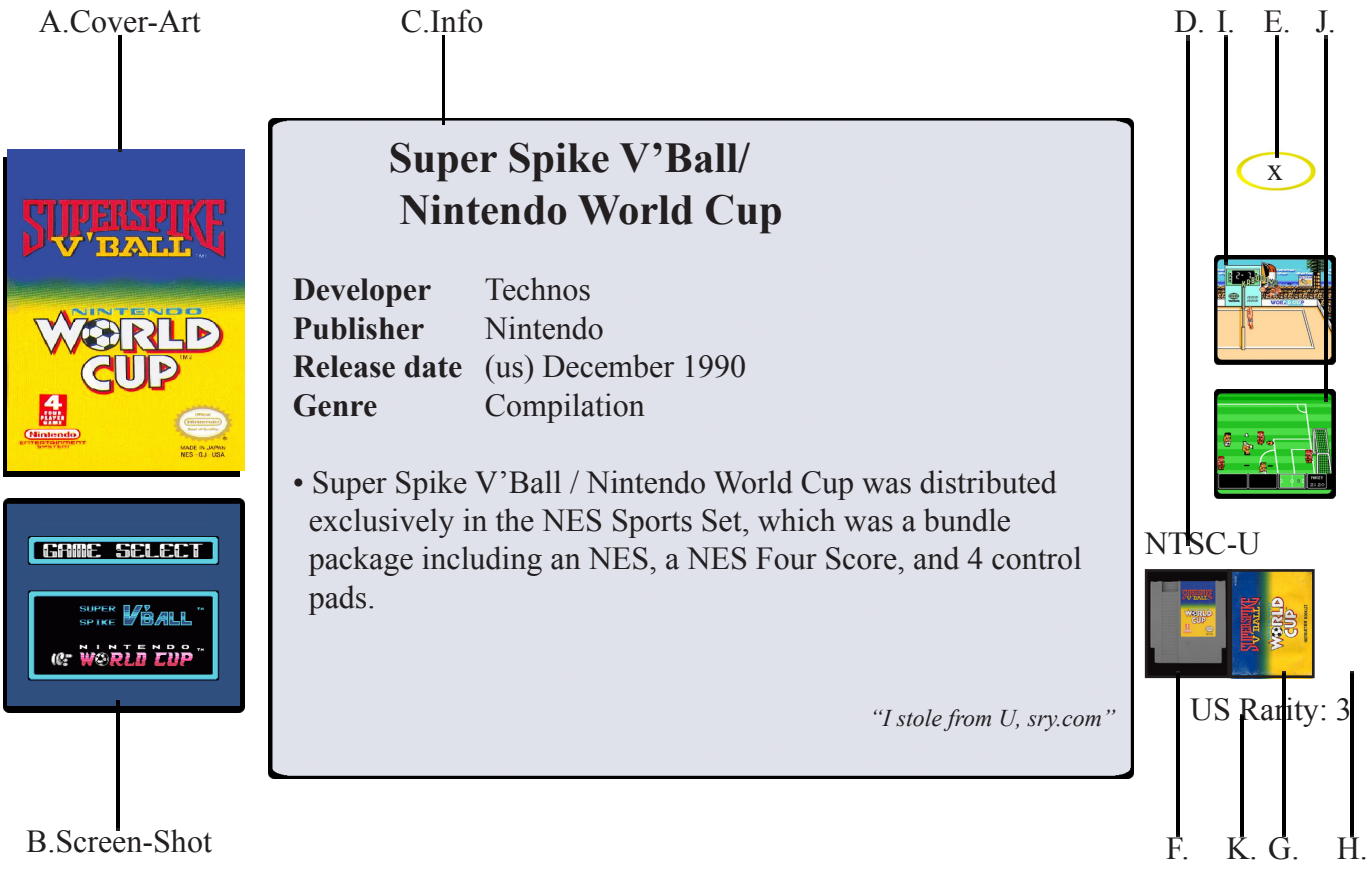
In 2013, retro game publisher Piko Interactive acquired the rights from Wisdom Tree to release actual cart reprints of various Wisdom Tree games. The rare and now sought after Noah's Ark 3D is the first game to go into reprint by Piko Interactive.

NES GAMES

This is the main portion of the book. This is what i envisioned the book to be. A collection of every official NES game with a sweet cover art, a screen-shot and fun information about the game. The side pictures came later, and made the book that much harder to complete.

Page Break-Down

This is a break-down of what the NES GAMES pages consist of:



A.Cover-Art

The cover art is usually from the U.S. release of the game. The picture is more often than not taken from "the Hyperspin database", where the covers are used for an emulator front on your home computer. I have an gold membership there. Pretty cool site.

B.Screen-Shot

The screen-shot is often taken from "the emumovies database", an sister site of the Hyperspin site. If it is not from there, then google is very helpfull with giving me pictures. Some sites that often has been used, cause` they are one of the first in the search-bar, is "emuparadise", an emulator site, and "questicle", that is a great site of a guy reviewing every NES game, also, none of them uses stupid watermarks on their pictures.

C.Info

The Info box is hard to get right. The Developers of NES games is often different on sites, and it`s difficult to find what is true. I suspect much of my information is wrong, and often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the NES port for example.
The Publisher is not as a problem, and it is often credited to the same on the different web-sites.

Release Date is usually the correct one on the wikipedia list, i used “Nesguide.com” as an insurance to see if it was the same.
Genre is often a compilation of genres, as an Super Mario game is usually considered an platformer, but can also be named; adventure or side-scroller. I often went whit what “Nesguide.com” consodered the genre was.
In the info or trivia section, i wanted some sentences that was informativ, interesting, and/or fun. If i did not use wikipedia or change the content to much, and did a direct transcript, i would try to credit the source material. The credit is in *italic*.

D.Region

This is the region of the cover-art, manual and screen-shot that it represent.

E.Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from “Nesguide.com”, cause` they used several web review score and compiled them into a score, but it often only had one review that it took from, so the score would be pretty biased. If the site did not have a review, i would usually use the GameFAQs score.
This is the setup of the review score of Rad Gravity on “Nesguide.com”:
Game Freaks 365: 5.4
GameFAQs Reader Review Average: 7.8
Honest Gamers: 9.0
Mean Machines Mag UK: 8.2
AVG: 7.6

F.Cart

Simple picture of the game cart of the corresponding region. The cart art is taken and used in a photoshop template of a NES cart, so all the carts become the same color and size.

G.Manual

Finding a quality PAL or SCN manual picture through google was often an impossible task, and i sometimes had to cheat. As of the case of “the adventure of Rad Gravity”. I could not for the life of me, find a manual cover of the U.S. version of the game. Every picture seemed to stem from the same broken scan of the manual. So i had to cheat an` use a spanish cover art. The manual is the same, only difference is the words “Manual of Rad Gravity” is in spanish and not in english. If the manual has the same cover-art and english title i would often use an existing manual picture from another region. The picture is so small it is hard to make out what the hell it is anyway.

H.Box Art

Pretty straight forward with the U.S. boxes, since the site “nintendoage.com” had pretty much all of them. That site was invaluable in many things, and made awhole lot much easier, inculding this. If the picture is blank, then the game did not come with it. Mostly multicarts.

I.Title Screen or SCN cart/manual/box

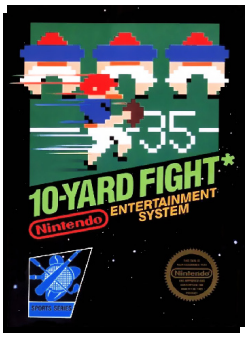
I wanted to have pictures of the SCN games, since that is my region of NES games. If the game did not have an SCN release, then i used a screen-shot of the title screen of the game, or another gameplay screen-shot/cut-scene

J.Title Screen or PAL cart/manual/box

The reason of PAL pictures of the NES games was because they often came in boxes with alternative artwork. If the game did not have a PAL release, then i used a screen-shot.

K.Rarity

The rarity is from “Nesguide.com”. It consist of a U.S. rarity and an SCN rarity if it was present. The rarity is just from the cart. The manual and box is usually at a higher rarity score. It should also be used as an refrence point, and not to be taken all too literally.



10-Yard Fight

2.6

Developer Irem/Nintendo
Publisher Nintendo
Release date (us) October 1985
(eur) December 1985
Genre Sports
Players 1-2 Player(s) alternating

- The game was originally an 1983 American football arcade game that was developed and published in Japan by Irem.
- It is the first slightly realistic American football video game ever developed and released.
- The Pittsburgh Post-Gazette called it the “patriarch of football games”.

PAL

NTSC-U

US Rarity: 2

1942

3.9

Developer Capcom
Publisher Capcom
Release date (us) November 1986
Genre Shooter
Players 1-2 Player(s) alternating

- 1942 was released for the arcade in 1984.
- 1942 is considered one of the defining games of the vertically scrolling shooter genre.
- While 1942 was not the first Capcom game to receive a sequel, but it was their first game to spawn a series, including the more successful follow-up, 1943.

NTSC-U

US Rarity: 3

1943: The Battle of Midway

7.9

Developer Atari/Capcom
Publisher Capcom
Release date (us) October 1988
Genre Shooter
Players 1 Player(s)

- 1943 The game was originally an 1987 arcade game.
- Capcom released their own port for the NES, but the game has also been ported to the Atari ST, the ZX Spectrum, the Amstrad CPC, the Commodore 64 and the Amiga.
- The game is set in the Pacific theater of World War II, off the coast of the Midway Atoll.

NTSC-U

US Rarity: 4

7.1

NTSC-U

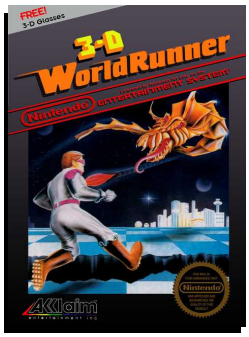
US Rarity: 3

3-D WorldRunner

Developer Square
Publisher Acclaim
Release date (us) September 1987
Genre Action
Players 1 Player(s)

- The game was the first Square developed game ever to reach North American shores.
- The game is known as having an all-star cast of designers who would go on to create the Final Fantasy series.
- Complete game includes 3D glasses.

"nintendo.wikia.com"



5.8

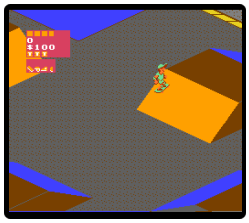
NTSC-U

US Rarity: 3

720°

Developer Beam Software
Publisher Mindscape
Release date (us) November 1989
Genre Sports
Players 1 Player(s)

- 720° was originally an 1986 arcade game by Atari Games.
- 720° is notable in that along with BMX Simulator, it is one of the first extreme sports video games, and has a unique timed structure that requires the player score points in order to keep the game going.



5.6

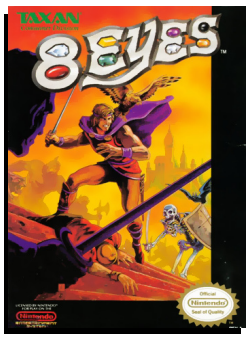
NTSC-U

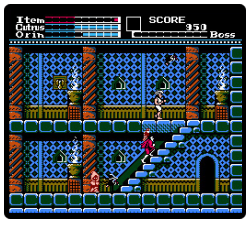
US Rarity: 3

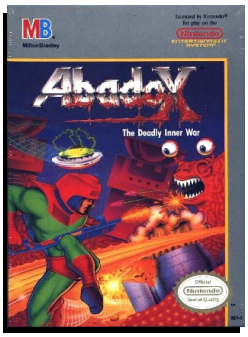
8 Eye's

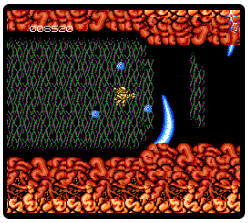
Developer Thinking Rabbit
Publisher Taxan
Release date (us) January 1990
Genre Action platformer
Players 1 Player(s)

- 8 Eye`s features a large, diverse soundtrack, composed by Kenzou Kumei, often quoting from the operatic repertoire, consisting of three pieces for each of the eight levels, each set in a different part of the world.
- Most of the inspiration of the game seems to come from the classic video game Castlevania. However, there are several features in this game to allow it to stand on its own.









Abadox

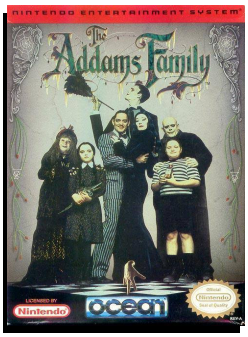
5.8

Developer Natsume
Publisher Milton Bradley
Release date (us) March 1990
(eur) April 1988
Genre Shooter
Players 1 Player(s)

- Abadox is a side-scrolling shoot ‘em up in the vein of Gradius and R-Type.
- The game is notable for its unique visual design, as the game takes place inside the intestinal tract of a giant alien organism.
- The soundtrack was praised, mostly due to the involvement of Kyouhei Sada, a composer known for his work on Contra.

NTSC-U

US Rarity: 3



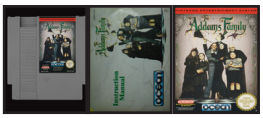
The Addams Family

4.3

Developer Ocean
Publisher Ocean
Release date (us) January 1992
(eur) December 1992
Genre Platformer
Players 1 Player(s)

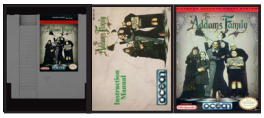
- Ocean released several versions of the game, featuring different levels and gameplay.
- Reviews are mixed for the game with the Amiga and the SNES versions reaching scores of up to 95%, while the versions for the NES received significantly lower scores.

SCN

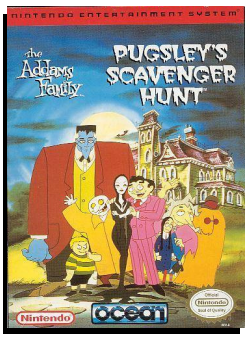


PAL

NTSC-U



SCN Rarity: 5
US Rarity: 3



The Addams Family: Pugsley’s Scavenger Hunt

2.5

Developer Enigma Variations
Publisher Ocean
Release date (us) August 1993
(eur) 1992
Genre Platformer
Players 1 Player(s)

- The game was based on the second animated series.
- The NES version was not a direct port of the SNES version. The NES version was actually based on the previous Addams Family game released for Super NES.

PAL

NTSC-U

US Rarity: 6

5.2

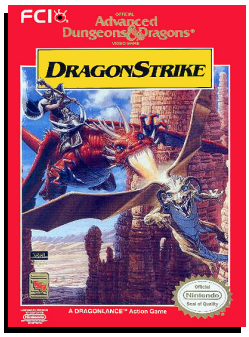
NTSC-U

US Rarity: 5

Advanced Dungeons & Dragons: DragonStrike

Developer	Westwood Associates
Publisher	FCI/Pony Canyon
Release date	(us) July 1992
Genre	Shooter
Players	1-2 Player(s) alternating

- DragonStrike is based on the Dungeons & Dragons fantasy tabletop role-playing game.
- This game was designed by Louis Castle and Brett Sperry, and developed by Westwood Associates.



2.3

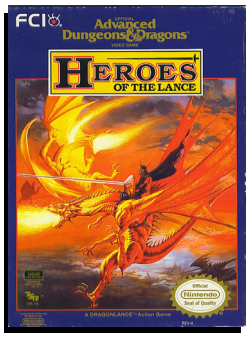
NTSC-U

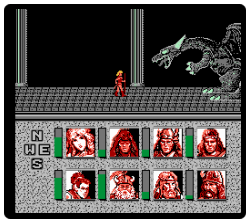
US Rarity: 3

Advanced Dungeons & Dragons: Heroes of the Lance

Developer	U.S. Gold
Publisher	FCI
Release date	(us) January 1991
Genre	Adventure
Players	1 Player(s)

- Advanced Dungeons & Dragons: Heroes of the Lance is based on the first Dragonlance campaign module for the Dungeons & Dragons fantasy role-playing game, Dragons of Despair, and the first Dragonlance novel Dragons of Autumn Twilight.
- The game is regarded by many as one of the worst games of all time, making several notable “worst lists”.





1.5

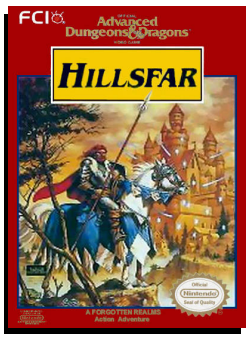
NTSC-U

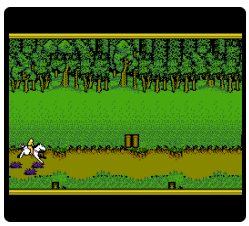
US Rarity: 6

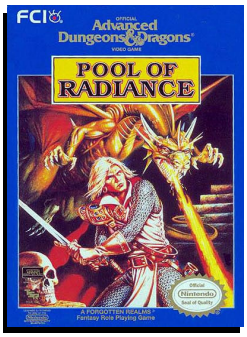
Advanced Dungeons & Dragons: Hillsfar

Developer	Marionette/Westwood Associates
Publisher	FCI
Release date	(us) February 1993
Genre	Role-playing
Players	1 Player(s)

- Hillsfar was originally released for MS-DOS in 1989.
- It features a combination of real-time action and randomly generated quests. It also includes standard gameplay elements of the Advanced Dungeons & Dragons fantasy role-playing game, upon which the game is based.







Advanced Dungeons & Dragons: Pool of Radiance

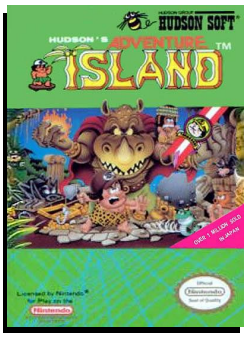
8.3

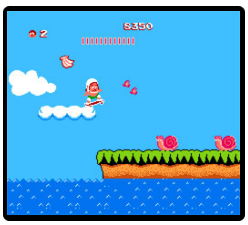
Developer	Strategic Simulations, Inc.
Publisher	FCI
Release date	(us) April 1992
Genre	Adventure
Players	1 Player(s)

- The game was originally released in 1988 for home computers including the C64, Amiga and MS-DOS.
- It was the first official game based on the Advanced Dungeons & Dragons rules.
- The NES version is altered a bit from the computer version.

NTSC-U

US Rarity: 5





Adventure Island

6.4

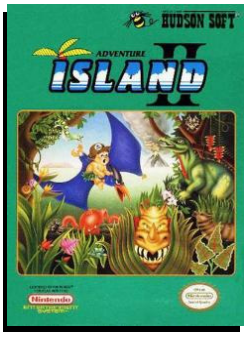
Developer	Escape/Hudson Soft
Publisher	Hudson Soft
Release date	(us) September 1988
Genre	Platformer
Players	1 Player(s)

- Adventure Island was released in the PAL region in 1992 under the title of Adventure Island Classic.
- Adventure Island is an adaptation of the arcade game Wonder Boy, originally published by Sega for developer Escape (now known as Westone Bit Entertainment).
- The main character is Takahashi Meijin (“Master Higgins” in the U.S.) who was the spokesperson for Hudson at the time.

PAL

NTSC-U

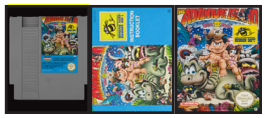
US Rarity: 3



Adventure Island II

7.6

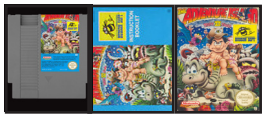
SCN



Developer	Now Production
Publisher	Hudson Soft (NA/EU)/Mattel (AU)
Release date	(us) February 1991 (eur) July 22, 1992
Genre	Platformer
Players	1 Player(s)

- The first game was an adaptation of Wonder Boy arcade game, Adventure Island II is an entirely original work.
- A different version was also released for the Game Boy in 1992 titled Adventure Island.
- There are four types of dinosaur friends that Higgins can ride.

PAL



NTSC-U

SCN Rarity: 6
US Rarity: 4

7.4

NTSC-U

US Rarity: 5

Adventure Island 3

Developer Hudson Soft/Now Production
Publisher Hudson Soft
Release date (us) September 1992
Genre Action platformer
Players 1 Player(s)

- A portable version was released for the Game Boy in 1993 titled Adventure Island II: Aliens in Paradise, which was retitled in the West due to the fact that the previous Adventure Island game had its number left out from its Game Boy port.
- Adventure Island 3 is nearly identical in gameplay and graphical style to Adventure Island 2.

5.9

SCN

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 3

Adventures in the Magic Kingdom

Developer Capcom
Publisher Capcom
Release date (us) June 1990
(eur) December 10, 1992
Genre Platformer
Players 1 Player(s)

- Its soundtrack was composed by Yoko Shimomura who later scored the Kingdom Hearts series.
- Although the cover art and title suggest that the game is intended to depict the Magic Kingdom in Walt Disney World, the location of attractions within the in-game overworld map suggests a layout more akin to Disneyland in California.

5.2

SCN

PAL

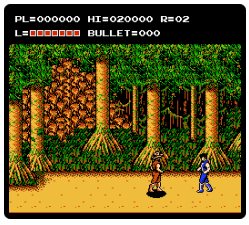
NTSC-U

US Rarity: 2

The Adventures of Bayou Billy

Developer Konami
Publisher Konami
Release date (us) June 1989
(eur) January 24, 1991
Genre Beat-em-up

- The game is composed of fighting, driving and shooting segments. Some stages can be played using the Zapper, though this is not entirely necessary.
- The game had a rather high difficulty level, making the game very hard to beat. Strangely, the Japanese release, Mad City, featured a much better balanced difficulty.



Adventures of Dino Riki

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(us) September 1989
Genre	Shooter
Players	1 Player(s)

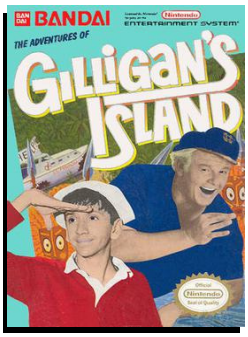
- Despite being developed by Hudson Soft in Japan, the game was published by Rix Soft there. However, Hudson Soft later published it in the North America in September 1989.
- Adventures of Dino Riki is an overhead shooter, similar to games like 1943: The Battle of Midway, where the object is to dodge on-screen enemies.

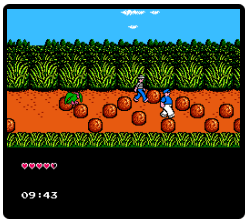
5.9

NTSC-U

US Rarity: 3

The Adventures of Gilligan's Island





Developer	Human Entertainment
Publisher	Bandai
Release date	(us) July 1990
Genre	Action adventure
Players	1 Player(s)

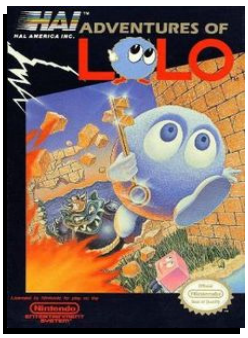
- The Adventures of Gilligan's Island is based on the 1960s sitcom of the same name.
- The player controls the Skipper and is followed around by Gilligan, who is controlled by the computer, that is often a source of frustration.
- The game has a password feature for each level.

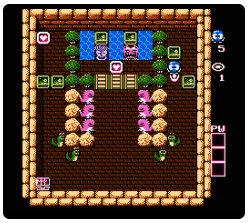
1.0

NTSC-U

US Rarity: 5

Adventures of Lolo





Developer	HAL Laboratory
Publisher	HAL America
Release date	(us) April 1989 (eur) 21 February 1991
Genre	Puzzle
Players	1 Player(s)

- Adventures of Lolo is based on the Japanese Eggerland video game series.
- Adventures of Lolo has received positive reception from critics and fans alike. Lolo's success was surprising to its developer HAL Laboratory.

7.8

PAL

NTSC-U

US Rarity: 3

7.3

SCN

PAL

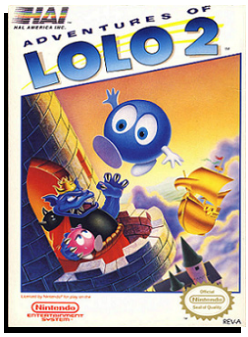
NTSC-U

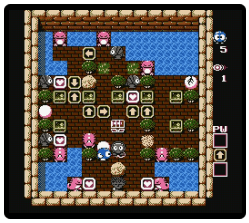
US Rarity: 4

Adventures of Lolo 2

Developer	HAL Laboratory
Publisher	HAL America
Release date	(us) March 1990 (eur) February 21, 1991
Genre	Puzzle
Players	1 Player(s)

- It was the second game released in the U.S. series and was not really a popular sequel to its predecessor, as very few improvements were made to gameplay.
- The game features a total of 50 different puzzle rooms, and an actual fight with King Egger at the end. This is the first game in which Lolo can actually fight against Egger himself.





7.9

SCN

PAL

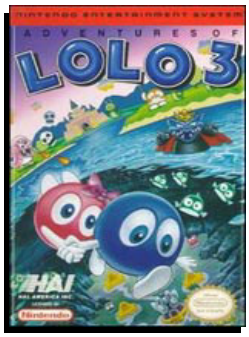
NTSC-U

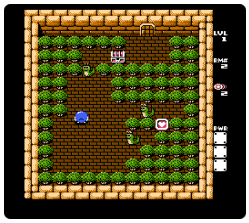
SCN Rarity: 6
US Rarity: 5

Adventures of Lolo 3

Developer	HAL Laboratory
Publisher	HAL America
Release date	(us) September 1991 (eur) May 27, 1992
Genre	Puzzle
Players	1 Player(s)

- Adventures of Lolo 3 included some new additions to gameplay. Lolo and Lala played this game together and the game contains 110 maps, over twice as long as the previous two titles on the NES.
- The Japanese version of the game, Adventures of Lolo 2 had a different difficulty curve and different stages.





7.6

SCN

PAL

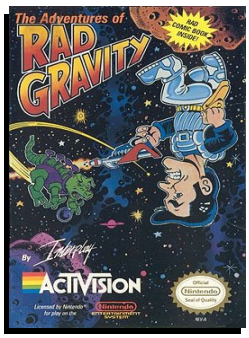
NTSC-U

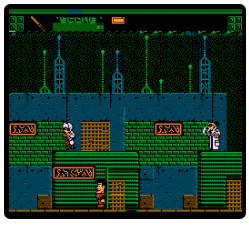
US Rarity: 4

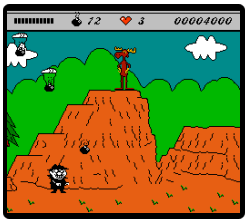
The Adventures of Rad Gravity

Developer	Interplay
Publisher	Activision (NA)/Mattel (AUS)
Release date	(us) December 1990 (eur) May 30, 1991
Genre	Action platformer
Players	1 Player(s)

- The game is a platformer with a wacky storyline in which the eponymous main character explored multiple planets and fought enemies while jumping through levels.
- Complete version comes with a comic book that is actually part of the instruction manual.







The Adventures of Rocky and Bullwinkle and Friends

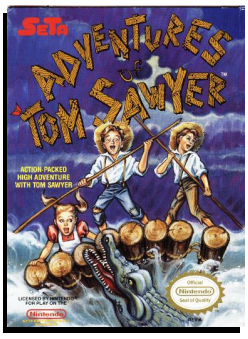
1.3

Developer	Radical Entertainment
Publisher	THQ
Release date	(us) December 1992
Genre	Platformer
Players	1 Player(s)

- This is the video game adaptation of the 60's cartoon series staring Bullwinkle, a moose, and Rocky, a flying squirrel.
- The game consists of seven levels that take players through various locales. Mini-games were available at certain points that allowed you to collect extra lives.

NTSC-U

US Rarity: 5



The Adventures of Tom Sawyer

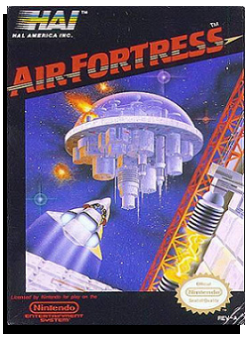
5.0

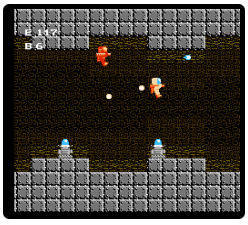
Developer	Winky Soft
Publisher	SETA
Release date	(us) August 1989
Genre	Platformer
Players	1 Player(s)

- The Adventures of Tom Sawyer was based upon the book of the same name by Mark Twain.
- The game is a platformer similar to Super Mario Bros., wherein one plays as Tom Sawyer. The game is not to be confused with Square's Tom Sawyer.

NTSC-U

US Rarity: 4





Air Fortress

6.0

Developer	HAL Laboratory
Publisher	HAL America
Release date	(us) September 1989
Genre	Shooter
Players	1 Player(s)

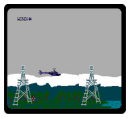
PAL

- According to a publication by IGN.com only a total of 385 copies of the game were shipped to the United States in 1987, and it is believed that only 20 were shipped beforehand as a test run for the system. Within PAL-A regions, it was only released in Australia.
- Air Fortress attempts to combine gameplay elements from shoot 'em ups like Gradius and action-adventure like Metroid.

NTSC-U

US Rarity: 2

2.6



PAL

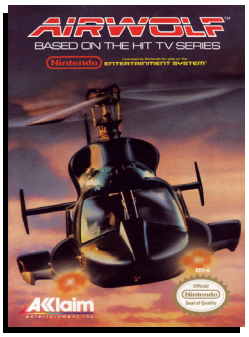
NTSC-U

US Rarity: 2

Airwolf

Developer	Beam Software
Publisher	Acclaim
Release date	(us) June 1989
	(eur) 1988
Genre	Shooter
Players	1 Player(s)

- Airwolf is a multiplatform shooter video game based on the TV series of the same name.
- The game places the player in the cockpit of a helicopter (codenamed Airwolf), where the player must attempt to shoot down enemy aircraft and rescue prisoners.



6.2

PAL

NTSC-U

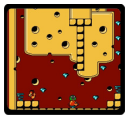
US Rarity: 2

Al Unser Jr.'s Turbo Racing

Developer	Data East
Publisher	Data East
Release date	(us) March 1990
Genre	Racing
Players	1 Player(s)

- Al Unser Jr.'s Turbo Racing is an adaption of the 1989 Japanese-market Famicom game World Grand Prix - Pole to Finish, with the most notable changes being the addition of Unser as an in-game coach, the number of laps, sound and interface design.
- Though it is a Formula One based game, Al Unser Jr. was a CART driver and never competed in F1.

4.7



PAL

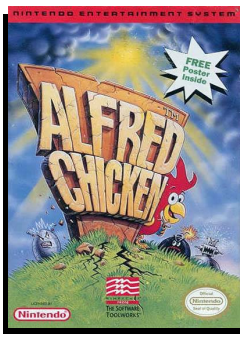
NTSC-U

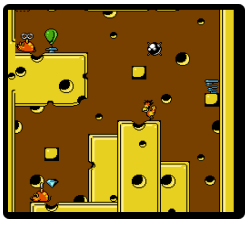
US Rarity: 5

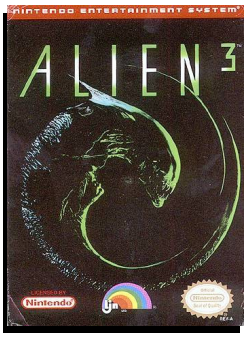
Alfred Chicken

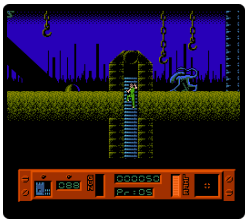
Developer	Twilight
Publisher	Mindscape
Release date	(us) February 1994
	(eur) 1993
Genre	Platformer
Players	1 Player(s)

- The player takes the role of a chicken named Alfred who must find his way through bizarre levels full of balloons, telephones, cheese and other strange elements. To complete a level, Alfred must find and peck all the balloons.
- Within PAL-A regions, it was only released in the UK.







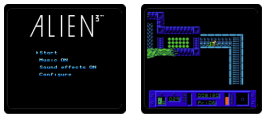


Alien3

4.9

Developer Probe Entertainment
Publisher LJN
Release date (us) March 1993
Genre Action platformer
Players 1 Player(s)

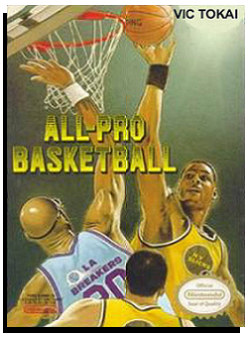
- The official licensed video game was developed by Probe Entertainment, and released for multiple formats by Acclaim. LJN released it for the Nes.
- Rather than being a faithful adaptation of the film, it took the form of a basic platform action game where the player controlled Ripley using the weapons from the film Aliens in a green-dark ambient environment.



PAL

NTSC-U

US Rarity: 4

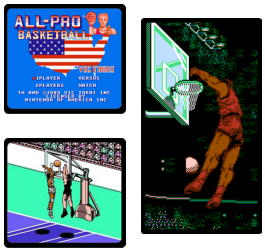


All-Pro Basketball

5.0

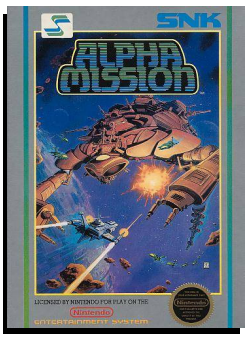
Developer Aicom
Publisher Vic Tokai
Release date (us) December 1989
Genre Sports
Players 1-2 Player(s) simultaneous

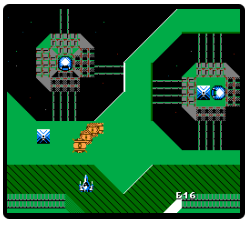
- All-Pro Basketball, known as Zenbei!! Pro Basketball in Japan, is played using two teams of five players on a full length basketball court, and a roster of eight different fictional teams.
- The game has a mode to just watch two computer-controlled teams play each other.



NTSC-U

US Rarity: 3





Alpha Mission

2.3

Developer SNK
Publisher SNK
Release date (us) October 1987
Genre Shooter
Players 1 Player(s)

- Alpha Mission (ASO: Armored Scrum Object in Japan) is a vertical scrolling shooter arcade game created by SNK.
- The game spawned a more successful sequel in 1991, Alpha Mission II for the Neo-Geo arcade and console platform.
- Alpha Mission is a scrolling shooter game, similar to Xevious in its segregation of air-to-air and air-to-ground weapons.

PAL

NTSC-U

US Rarity: 3

3.4

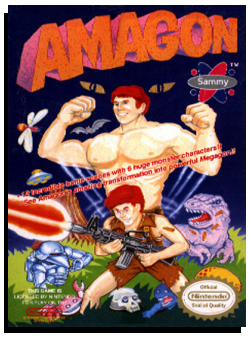
NTSC-U

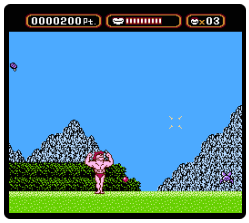
US Rarity: 3

Amagon

Developer	Aicom
Publisher	Sammy
Release date	(us) April 1989
Genre	Action platformer
Players	1 Player(s)

• In the game, players take the role of Amagon, a Marine who is trapped on an island after his plane crashed. Inconveniently, his rescue ship is on the other side of the island, which Amagon must now cross on foot. The storyline written in for the original Japanese release was somewhat different. The main character is a scientist named “Jackson”, who transforms into his “Macho Man” form, using the special drug “Macho Max” that has been taken from his plane.





4.9

NTSC-U

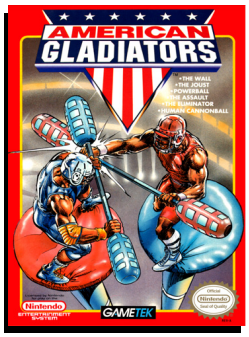
US Rarity: 3

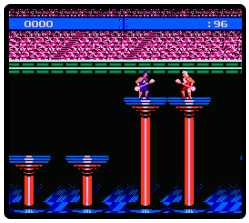
American Gladiators

Developer	Incredible Technologies
Publisher	GameTek
Release date	(us) October 1991
Genre	Sports
Players	1-2 Player(s) simultaneous

• American Gladiators is based on the popular TV game show, American Gladiators.

• The NES version varied greatly from the other versions as well as the game show itself in that the events were morphed into side-scrolling and overhead mini-levels that only partially resembled the real-life events.





3.9

SCN

PAL

NTSC-U

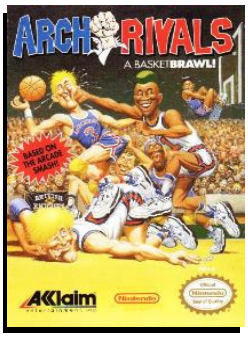
US Rarity: 2

Anticipation

Developer	Rare
Publisher	Nintendo
Release date	(us) November 1988 (eur) October 25, 1989
Genre	Board Game
Players	1-4 Player(s) simultaneous

• Anticipation is playable as a single player with computer-controlled players or multiplayer with support for four players.

• The gameplay is similar to that of a board game, such as Pictionary.

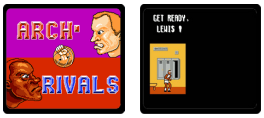


Arch Rivals

6.6

Developer Rare/Midway
Publisher Acclaim
Release date (us) November 1990
Genre Sports
Players 1-2 Player(s) simultaneous

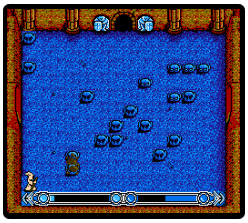
- Billed by Midway as "A Basket Brawl", the game features two-on-two full court basketball games in which players are encouraged to punch opposing players and steal the ball from them.
- The game has been considered a forerunner to Midway's popular arcade basketball game, NBA Jam.



PAL

NTSC-U

US Rarity: 2



Archon

7.5

Developer Bullet-Proof Software/Free Fall Associates
Publisher Activision
Release date (us) December 1989
Genre Board Game
Players 1-2 Player(s) simultaneous

- Archon: The Light and the Dark was originally developed for Atari 8-bit computers in 1983, but was later ported to several other systems of the day.
- It was designed by Paul Reiche III (also created the graphics for the game), Jon Freeman and programmed by Freeman's wife, Anne Westfall.

NTSC-U

US Rarity: 4

Arkanoid

6.8

Developer Taito
Publisher Taito
Release date (us) August 1987
Genre Breakout
Players 1-2 Player(s) simultaneous

- Arkanoid expanded upon Atari's Breakout games of the 1970s by adding power-ups, different types of bricks, and a variety of level layouts.
- Complete game comes with a special controller in an oversized box. The controller is not necessary to play the game, but makes it much easier and enjoyable.

NTSC-U

US Rarity: 4

6.1

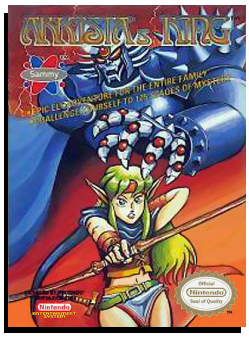
NTSC-U

US Rarity: 5

Arkista's Ring

Developer	Sammy
Publisher	Sammy
Release date	(us) June 1990
Genre	Action
Players	1 Player(s)

- Arkista's Ring is a prime example of the action-adventure genre, the game is set in a fantasy world, and you play as a female elf named Christine, in her quest to find the Elven ring of Arkista.
- The game has received mixed reviews from critics. Allgame awarded the game 3 out of 5 stars calling it "an extremely pleasant action-adventure game".



6.0

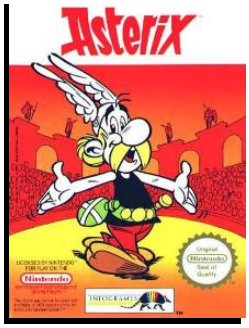
PAL

UKV Rarity: 3

Asterix

Developer	Bit Managers
Publisher	Infogames
Release date	(eur) 1993
Genre	Action platformer
Players	1 Player(s)

- Astérix is based on the comic book series Asterix, and is part of a series of games based on this license.
- Both Asterix and The Smurfs were much more popular in Europe, and most of the games in their respective series never made it over into the North American market.



6.2

PAL

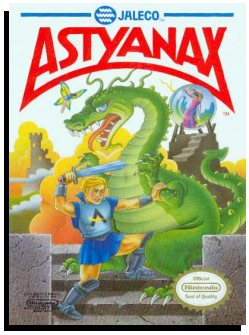
NTSC-U

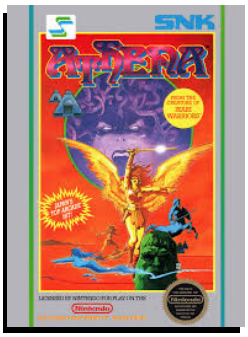
US Rarity: 2

Astyanax

Developer	Jaleco/Aicom
Publisher	Jaleco
Release date	(us) March 1990
Genre	Action platformer
Players	1 Player(s)

- The Astyanax, known in Japan as The Lord of King, is a side-scrolling action game developed by Aicom and released for the arcades by Jaleco.
- Unlike the arcade version, the NES version can only be played by one player.





Athena

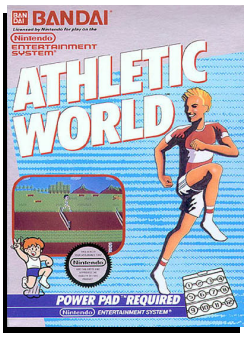
1.7

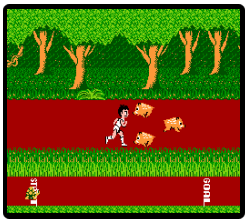
Developer	Micronics/SNK
Publisher	SNK
Release date	(us) August 1987
Genre	Platformer
Players	1 Player(s)

- Everything in the game is inspired by Greek mythology or ancient Roman culture including weapons, equipments, items and enemy designs.
- The game was ported to the Famicom and NES platform by Micronics. This port of Athena is considered one of the most difficult to finish in the NES library, due to its length, lack of mid-level checkpoints, and unforgiving play control.

NTSC-U

US Rarity: 3





Athletic World

5.0

Developer	Human Entertainment
Publisher	Bandai (us)/Nintendo (eur)
Release date	(us) July 1987 (eur) June 15, 1988
Genre	Power Pad
Players	1 Player(s)

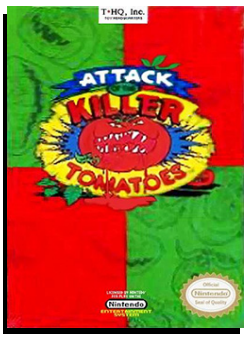
- The first editions of the game featured the Family Fun Fitness logo on the label, and also a mention of compatibility only with FFF accessory. Once Nintendo bought the rights to the Family Fun Fitness pad, they re-released Athletic World with an updated label. The second edition of the game also featured a different box, making the original box a rare item for collectors.

SCN

PAL

NTSC-U

US Rarity: 5



Attack of the Killer Tomatoes

4.0

Developer	Imagineering
Publisher	THQ
Release date	(us) January 1992
Genre	Platformer
Players	1 Player(s)

- The game is based on the children's cartoon Attack of the Killer Tomatoes: The Animated Series, which itself was based on the movie franchise Attack of the Killer Tomatoes.
- The game's protagonist is Chad Finletter, a young boy is on a quest to stop the evil scientist Dr. Putrid T. Gangreen from unleashing his Doomsday Tomato.

PAL

NTSC-U

US Rarity: 5

5.0

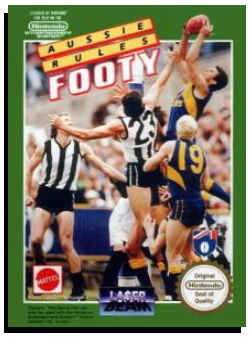
PAL

AUS Rarity: 4

Aussie Rules Footy

Developer Beam Software
Publisher Laser Beam
Release date (eur) 1991
Genre Sports

- Aussie Rules Footy is the first AFL simulation video game for the NES. It was developed by Beam Software and published by Mattel. It was exclusively released in Australia, and was never released anywhere else.
- The game involves playing a game of Australian rules football from a third-person perspective, with the ability to perform the basic actions of a typical Australian rules football player.



Back to the Future

2.9

Developer Beam Software
Publisher LJN
Release date (us) September 1989
Genre Action
Players 1 Player(s)

• Unlike the movie, the game adaptation of Back to the Future was almost universally panned. Bob Gale, screenwriter of the Back to the Future films, has called the NES game "one of the worst games ever," and even insisted in interviews that fans should not buy it. According to Gale, LJN refused his requests to give input while the game was being developed; once he was shown the game, he asked them to make changes, but was told it was too late in the process to change anything.

NTSC-U

US Rarity: 3

Back to the Future Part II & III

2.2

Developer Beam Software
Publisher LJN
Release date (us) September 1990
Genre Platformer
Players 1 Player(s)

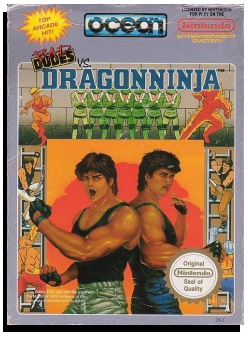
• The game is a standard platformer with similarities to Super Mario Bros., where the player, defeats enemies by jumping on them or throwing projectiles.

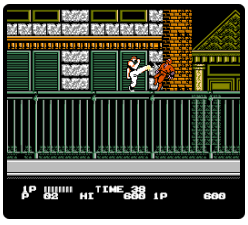
• Like its predecessor, this game has received generally negative reviews. Critics cite its difficult gameplay, substandard graphics and sound, and lack of faithfulness to the films.

"backtothefuture.wikia.com"

NTSC-U

US Rarity: 4





Bad Dudes Vs. DragonNinja

5.3

Developer Data East
Publisher Data East (us)/Ocean (eur)
Release date (us) July 1990
Genre Beat 'em up
Players 1-2 Player(s) simultaneous

• The game was followed by a 1991 spiritual successor Two Crude Dudes (known in Japan as Crude Buster).

• After Data East became defunct due to their bankruptcy in 2003, G-Mode bought the intellectual rights to the arcade game as well as most other Data East games and licensed them globally.

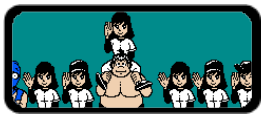
PAL

NTSC-U

US Rarity: 2

Bad News Baseball

7.9

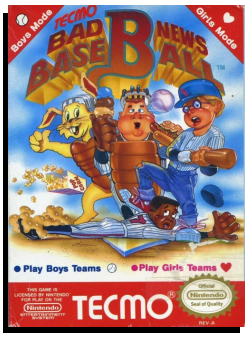


NTSC-U

US Rarity: 4

Developer	Tecmo
Publisher	Tecmo
Release date	(us) June 1990
Genre	Sports
Players	1-2 Player(s) simultaneous

- Bad News Baseball generally receives average reviews from critics. Stan Stepanic of Game Freaks 365 gave it a fairly low rating, citing an extremely difficult computer, AI glitch that makes it easy, and scoring almost completely on home runs as the game's major flaws. On the other hand, in recent years it has developed a cult following from numerous users. It is Tim Harding from 2P Start's favorite game.



Bad Street Brawler

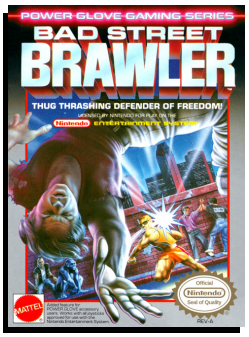
3.6

NTSC-U

US Rarity: 3

Developer	Beam Software
Publisher	Mattel
Release date	(us) September 1989
Genre	Power Glove
Players	1-2 Player(s) alternating

- The NES version was one of only two NES games specifically designed for use with Mattel's Power Glove.
- The game has come under criticism by a number of people for its questionable design. Perhaps partially due to the limits of the NES controller or Power Glove, the protagonist can only use a few different moves in every stage, making Bad Street Brawler somewhat monotonous to watch and play.



Balloon Fight

7.3

SCN

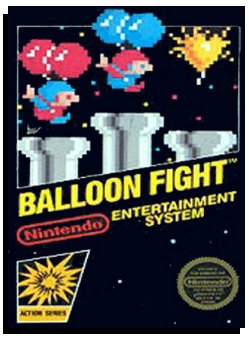
PAL

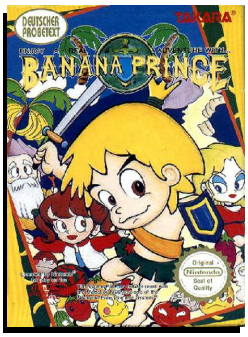
NTSC-U

US Rarity: 4

Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) June 3, 1986 (eur) December 15, 1986
Genre	Arcade
Players	1-2 Player(s) simultaneous

- The Arcade (Nintendo Vs. System), Vs. Balloon Fight, where it featured levels that were twice as high which scrolled vertically and was originally released in 1984. Its NES counterpart was Internationally released in 1986.
- Balloon Fight can best be compared to the classic arcade game Joust.





Banana Prince

7.0

PAL

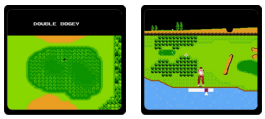
FRG Rarity: 7

Developer	KID
Publisher	Takara
Release date	(eur) February 1992
Genre	Action platformer
Players	1 Player(s)

- Banana Prince, known in Japan as Bananan Ouji no Daibouken, was released in Japan by Takara on December 20, 1991. The German version, released in February 1992, features slightly different graphics and gameshow questions.
- As an Island Native, the Banana Prince is on a quest to retrieve the stolen weapons of the island; along the way he'll pick up companions and even appear on a game show.

Bandai Golf: Challenge Pebble Beach

1.9



NTSC-U

US Rarity: 2

Developer	TOSE
Publisher	Bandai
Release date	(us) February 1989
Genre	Sports
Players	1-2 Player(s) simultaneous

- The game is named after Pebble Beach, a golf course on California's Pacific Coast.
- Using real world physics and the real rules of golf, this game constantly places players against the traditionally harsh winds of Pebble Beach in addition to the hardest obstacle that any golf course could have - the long Pacific Ocean.

Bandit Kings of Ancient China

7.3

NTSC-U

US Rarity: 7

Developer	Koei
Publisher	Koei
Release date	(us) December 1990
Genre	Strategy
Players	1-5 Player(s) simultaneous

- Reviewing the NES version of Bandit Kings of Ancient China, Nintendo Power suggested some players might find the game's pace slow compared to action oriented games, while others would enjoy the game's "depth, involvement, and attention to detail."
- Koei issued a remake for the Japanese Sega Saturn and Sony PlayStation featuring vastly improved graphics.

1.2

PAL

NTSC-U

US Rarity: 4

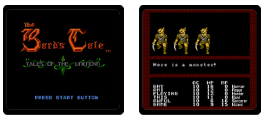
Barbie

Developer	Imagineering
Publisher	Hi Tech Express
Release date	(us) November 1991
Genre	Platformer
Players	1 Player(s)

• Barbie is based on Mattel Inc.'s doll of the same name, and it was created in an attempt to get more girls to play video games. As such it is one of the few explicitly girl-oriented NES games.

• Despite it having been of little interest to typical gamers at the time of its release, some critics have praised it as "not bad" for a generic platformer.

3.6



NTSC-U

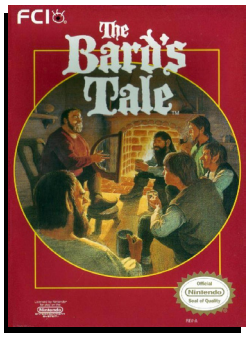
US Rarity: 4

The Bard's Tale

Developer	Atelier Double/Interplay Productions
Publisher	FCI
Release date	(us) November 1991
Genre	Role Playing
Players	1 Player(s)

• Tales of the Unknown: Volume I, better known by its subtitle The Bard's Tale, was designed and programmed by Michael Cranford.

• Bard's Tale continued Wizardry's 3-D perspective while adding a number of innovations such as more character classes, indoor and outdoor adventuring, and color graphics, among other things.



5.0

SCN

PAL

NTSC-U

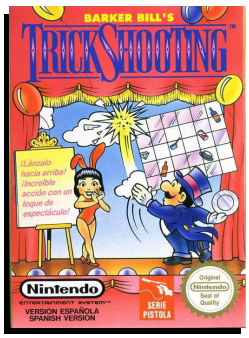
SCN Rarity: 5
US Rarity: 4

Barker Bill's Trick Shooting

Developer	Nintendo
Publisher	Nintendo
Release date	(us) August 1990 (eur) June 27, 1991
Genre	Light Gun
Players	1 Player(s)

• Barker Bill's Trick Shooting is based on the 1952 cartoon show titled Barker Bill's Cartoon Show.

• The game's soundtrack was composed by Hirokazu Tanaka, the same composer who worked on the music for earlier Nintendo games such as Balloon Fight and Duck Hunt.



Base Wars

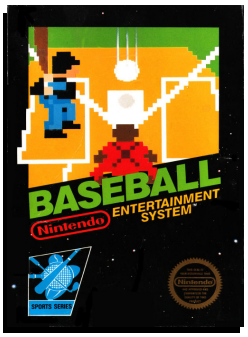
6.3

Developer	Konami
Publisher	Ultra
Release date	(us) June 1991
Genre	Sports
Players	1-2 Player(s) simultaneous

- Cyber Stadium Series: Base Wars is a futuristically-themed sports game. Set in a 24th century wherein baseball team owners have grown tired of paying outrageous player salaries, they decide to replace their rosters with robots.
- While maintaining basic baseball elements of pitching, batting, fielding, and base running, Base Wars adds a fighting element to the game featuring four robot classes.

NTSC-U

US Rarity: 3



Baseball

3.6

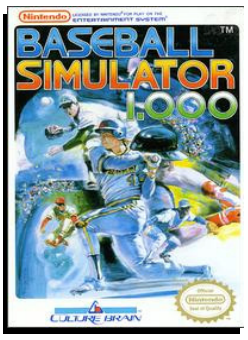
Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) October 1985
Genre	Sports
Players	1-2 Player(s) simultaneous

- Baseball (Bēsubōru) is a video game made by Nintendo in 1983 for the Famicom, making it one of the first games released for the Famicom.
- As in real baseball, the object of the game is to score the most runs. The game's team names are intended to represent members of the Japanese Central League in the Famicom version and members of MLB for the American version.

PAL

NTSC-U

US Rarity: 2



Baseball Simulator 1.000

7.5

Developer	Culture Brain
Publisher	Culture Brain
Release date	(us) March 1990
Genre	Sports
Players	1-2 Player(s) simultaneous

- In the game, a player can either control a normal baseball team or an ultra baseball team with super hitting and pitching plays to boost their chances of winning.
- Electronic Gaming Monthly awarded it "Best Sports-Themed Video Game" in their 1989 awards issue, giving it "top honors for taking liberty with the sport itself."

NTSC-U

US Rarity: 4

7.7

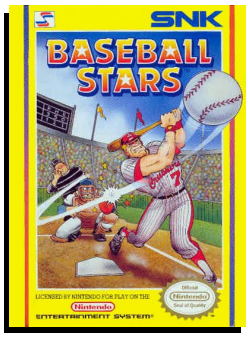
NTSC-U

US Rarity: 3

Baseball Stars

Developer SNK
Publisher SNK
Release date (us) July 1989
Genre Sports
Players 1-2 Player(s) simultaneous

- Baseball Stars was released first as a 2-player baseball arcade game.
- Baseball Stars was a critical success, often referred to as the best baseball game on the NES platform (and possibly of all-time); as such it became a franchise series for SNK, spawning five sequels.



6.3

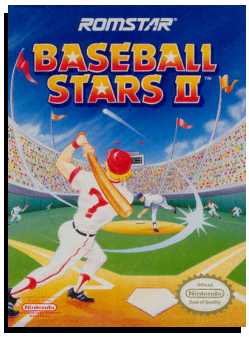
NTSC-U

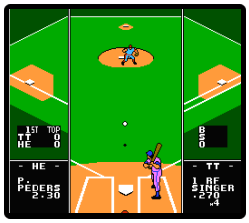
US Rarity: 6

Baseball Stars 2

Developer Pixel/Romstar
Publisher Romstar
Release date (us) July 1992
Genre Sports
Players 1-2 Player(s) simultaneous

- Baseball Stars 2 was released first for the Neo-Geo console by SNK. A less cartoony console version was released for the NES by Romstar.
- Players can create leagues of up to 125 games (6 teams playing each other 25 times) and view statistics such as League Standings and Top 10 in Average, Home Runs, Runs Batted In, Earned Run Average, Wins and Saves.





6.8

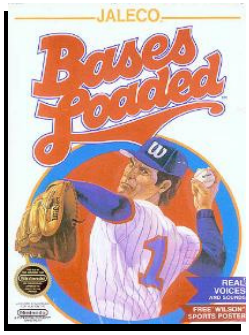
NTSC-U

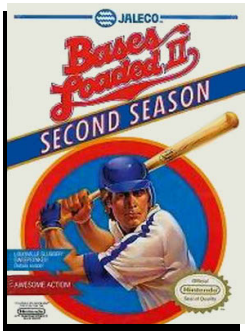
US Rarity: 1

Bases Loaded

Developer TOSE
Publisher Jaleco
Release date (us) July 1988
Genre Sports
Players 1-2 Player(s) simultaneous

- The game is the first installment of the Bases Loaded series, followed by seven sequels across three generations of consoles. Bases Loaded is also the first in a series of eight sports Famicom games known in Japan as “Moero!!”.
- There are two variants of the game, one has a small font and a blue color at the top of the label, while the other is orange.





Bases Loaded II: Second Season

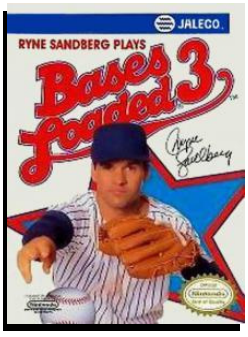
6.2

Developer TOSE
Publisher Jaleco
Release date (us) January 1990
Genre Sports
Players 1-2 Player(s)

- As opposed to the original, Bases Loaded II (and the sequels) was developed directly for Nintendo's consoles and never saw an arcade version.
- Bases Loaded II had a little faster play action then the original Game.
- The game was novelized by Peter Lerangis, as part of the Worlds of Power series published by Scholastic Books.

NTSC-U

US Rarity: 2

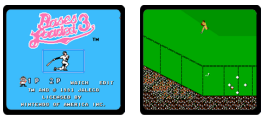


Bases Loaded 3

5.5

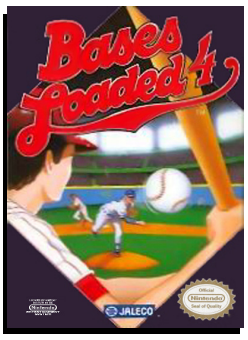
Developer TOSE
Publisher Jaleco
Release date (us) September 1991
Genre Sports
Players 1-2 Player(s) simultaneous

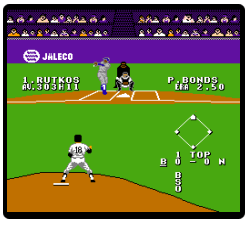
- Both the USA and Japanese versions of the game contain staff credits. Both versions have the same exact staff credits except the composer. In the Japanese version, the composer is credited as "God of Soul". In the USA version, he is credited as "Music Lover". This is an alias for Tatsuya Nishimura (as revealed in Bases Loaded 4). It is unknown why the credit was changed in the USA version, probably because of Nintendo of America's policy of not having religious references.



NTSC-U

US Rarity: 4



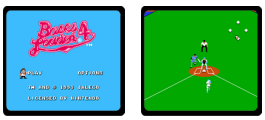


Bases Loaded 4

7.0

Developer TOSE
Publisher Jaleco
Release date (us) April 1993
Genre Sports
Players 1-2 Player(s) simultaneous

- When the player completes the game in the US version, they are treated to a one-screen ending. In the Japanese version, the player is treated to a credits screen which reveals the faces of five of the game designers (Two designers, one composer, one programmer, one planner), along with their quotations in Japanese (except sound composer Tatsuya Nishimura, whose quotation is in broken English.)



NTSC-U

US Rarity: 6

8.2

SCN

PAL

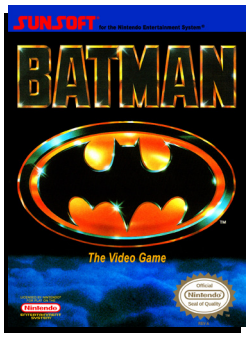
NTSC-U

US Rarity: 2

Batman

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) February 1990 (eur) September 14, 1990
Genre	Platformer
Players	1 Player(s)

- Batman is loosely based on the 1989 film of the same name.
- It contains five levels based on the movie culminating in a showdown with the Joker in the bell tower of Gotham Cathedral. It was received well despite changes from the movie it was based upon.



5.4

PAL

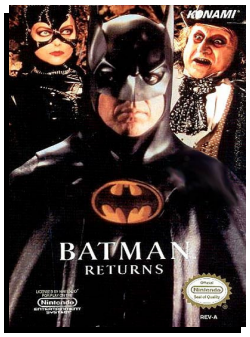
NTSC-U

US Rarity: 4

Batman Returns

Developer	Konami
Publisher	Konami
Release date	(us) January 1993
Genre	Beat-em-up
Players	1 Player(s)

- Batman Returns is a video game for various platforms based on the movie of the same name. The NES version of the game is a beat 'em up game, but closer in style and gameplay to the Double Dragon series. The player only has one life bar.
- Of special note are the two side-scrolling racing levels in which the player controlled the Batmobile and the Batskiboat.



6.3

SCN

PAL

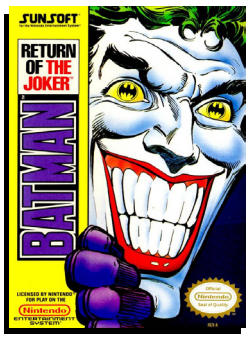
NTSC-U

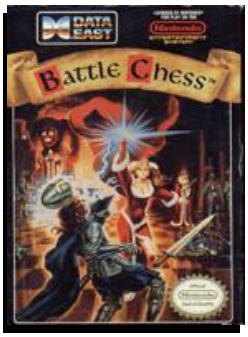
SCN Rarity: 5
US Rarity: 4

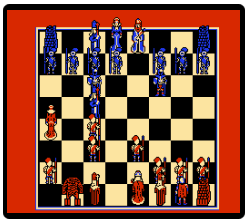
Batman: Return of the Joker

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) December 1991 (eur) November 19, 1992
Genre	Platformer
Players	1 Player(s)

- Unlike Batman, which was based on the 1989 Batman film by Tim Burton, Return of the Joker is entirely self-contained and based more on the modern comic book iteration of Batman.
- The music for the NES version was composed by Naoki Kodaka.







Battle Chess

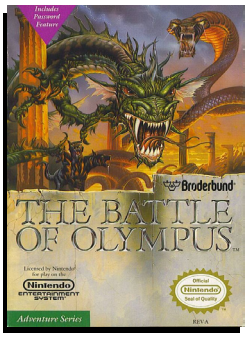
3.9

Developer	Beam Software/Interplay
Publisher	Data East
Release date	(us) July 1990
Genre	Board Game
Players	1 Player(s)

- Battle Chess is a video game version of chess in which the chess pieces come to life and battle one another when capturing.
- It was originally developed and released by Interplay Entertainment for the Amiga in 1988 and subsequently on many other systems, including NES.

NTSC-U

US Rarity: 4



The Battle of Olympus

8.1

SCN

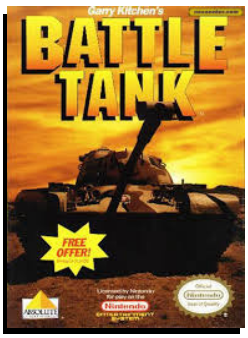
PAL

NTSC-U

Developer	Infinity
Publisher	Brøderbund (us)/Imagineer (eur)
Release date	(us) December 1989 (eur) September 26, 1991
Genre	Adventure
Players	1 Player(s)

- Greatly similar to the earlier Zelda II: The Adventures of Link, The Battle of Olympus takes place in an ancient Greece which is being terrorized by Hades, the dark ruler of the underworld.
- There's also a 1993 Game Boy port of the same game that was developed by Radical Entertainment and published by Imagineer exclusively in Europe.

SCN Rarity: 5
US Rarity: 3



Battle Tank

5.3

Developer	Absolute/Imagineering
Publisher	Absolute
Release date	(us) September 1990
Genre	Simulation
Players	1 Player(s)

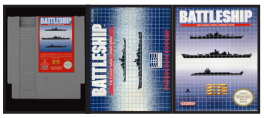
- The player is placed inside a tank, hence the game has a first person view. The tank is equipped with a smokescreen, a missile launcher, a 150mm cannon, and a .50 caliber machine gun.
- It was considered to be a poorly designed game, as it was intended to become a space flight game for the Commodore 64 during its development.

NTSC-U

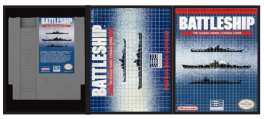
US Rarity: 4

2.4

PAL



NTSC-U

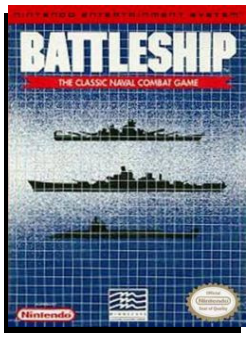


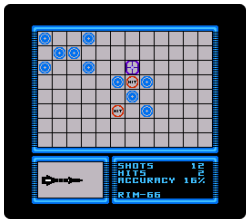
US Rarity: 5

Battleship

Developer	Milton Bradley/Mindscape
Publisher	Mindscape
Release date	(us) September 1993 (eur) 1993
Genre	Board Game
Players	1 Player(s)

- The object is to sink the opponent's entire fleet without him sinking the player's fleet first.
- In this updated version, both the player and the computer get extra firepower from military aircraft and support weapons. There are scenarios that start a player off in a pre-played game that he must resume (and overcome a bleak scenario).





8.2

SCN

PAL

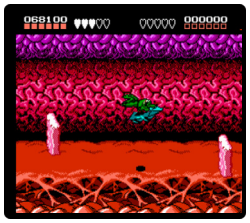
NTSC-U

SCN Rarity: 3
US Rarity: 2

Battletoads

Developer	Rare
Publisher	Tradewest
Release date	(us) June 1991 (eur) February 18, 1993
Genre	Beat'em up
Players	1-2 Player(s) simultaneous

- Starring three anthropomorphic toads named after skin conditions, Rash, Zitz, and Pimple, the series was created to rival the Teenage Mutant Ninja Turtles games.
- The initial Battletoads game for the NES was renowned for its difficulty.



5.4

PAL

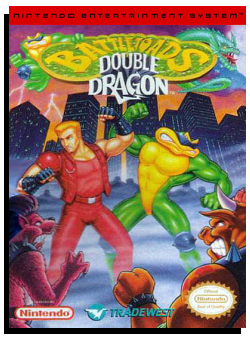
NTSC-U

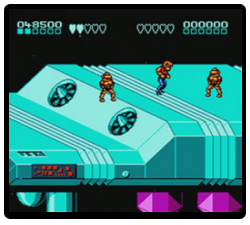
US Rarity: 6

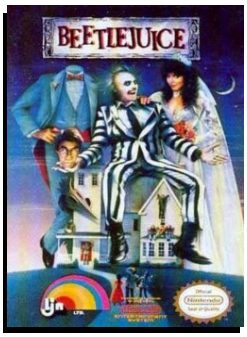
Battletoads & Double Dragon

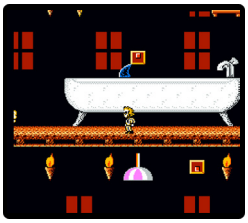
Developer	Rare
Publisher	Tradewest
Release date	(us) June 1993
Genre	Beat 'em up
Players	1-2 Player(s) simultaneous

- The Ultimate Team is a crossover of both Technos Japan's Double Dragon and Rare's own Battletoads game franchises, although Technos had little or no credited involvement in the production of the game outside of the Double Dragon license.
- The game features the characters from the Double Dragon series and the three toad protagonists from the Battletoads.









Beetlejuice

2.0

Developer	Rare
Publisher	LJN
Release date	(us) May 1991
Genre	Platformer
Players	1 Player(s)

- In the game you control Beetlejuice through various side-scrolling and overhead view levels in an effort to scare the yuppie Deetz family and their friends.
- Although the initial levels of the game are based upon the film, with Beetlejuice venturing through the Maitland house to find and scare away Otho, the later levels are original and involve Beetlejuice fighting mythical creatures.

NTSC-U

US Rarity: 3

Best of the Best: Championship Karate

0.8

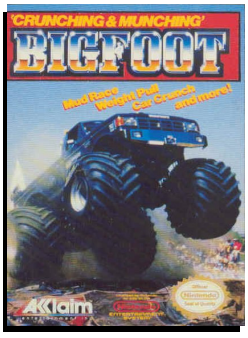
Developer	Loriciel
Publisher	Electro Brain (us)/Loriciels (eur)
Release date	(us) December 1992
Genre	Fighting
Players	1 Player(s)

- Best of the Best: Championship Karate (also known as Super Kick Boxing and The Kick Boxing) is a kick boxing game that features black belt kick boxing masters.
- The game was originally released in 1990 in Europe as André Panza Kick Boxing for various computers as well as the TurboGrafx-16. The American version's title seems to have been tied-in to the (unrelated) movie from 1989.

PAL

NTSC-U

US Rarity: 6



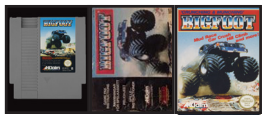
Bigfoot

2.6

Developer	Beam Software
Publisher	Acclaim
Release date	(us) August 1990 (eur) January 24, 1991
Genre	Racing
Players	1-2 Player(s) simultaneous

- The game was advertised by the legendary monster truck of the same name in the cartoon segment of the 1990 television show, Video Power, titled The Power Team. The show also often used sound effects for the actions of not only Bigfoot, but others as well.

SCN

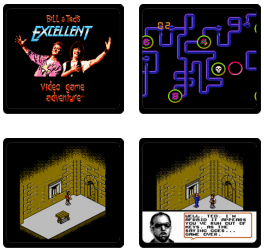


PAL

NTSC-U

US Rarity: 3

2.2



NTSC-U

US Rarity: 5

Bill & Ted's Excellent Video Game Adventure

Developer Rocket Science Games
Publisher LJN
Release date (us) April 1991
Genre Adventure
Players 1 Player(s)

- Bill & Ted's Excellent Video Game Adventure is based on the film Bill & Ted's Excellent Adventure. The game's plot is not an adaptation of the movie, but rather serves as an original continuation to the film's events.
- Players rotate from controlling Bill or Ted in a 3/4 overhead perspective as they gather "phone numbers" (passwords).

6.2

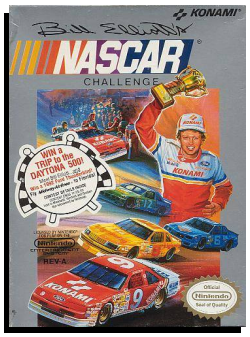
NTSC-U

US Rarity: 3

Bill Elliott's NASCAR Challenge

Developer Distinctive Software
Publisher Konami
Release date (us) December 1991
Genre Racing
Players 1 Player(s)

- Bill Elliott's NASCAR Challenge was first released for MS-DOS in 1990. It was later ported to the NES.
- This game is the first video game to ever secure the NASCAR license. It features several real NASCAR tracks in the game, such as Watkins Glen and Talladega. This game is also the first ever to feature a real NASCAR driver in a PC game, Bill Elliott.



8.7

SCN

PAL

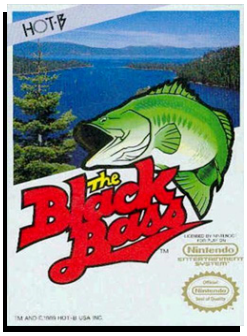
NTSC-U

US Rarity: 2

Bionic Commando

Developer Capcom
Publisher Capcom
Release date (us) December 1988
(eur) October 26, 1990
Genre Action
Players 1 Player(s)

- Bionic Commando, originally released as Hitler's Revival: Top Secret in Japan, is an action-adventure video game released by Capcom for the Famicom and NES in 1988.
- It is loosely based on the 1987 arcade game Top Secret/Bionic Commando.

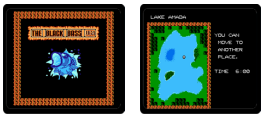


The Black Bass

4.2

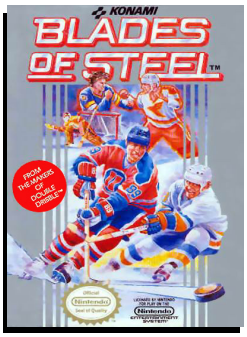
Developer	Another
Publisher	Hot-B
Release date	(us) September 1989
Genre	Sports
Players	1 Player(s)

- The Black Bass is known in Japan as The Black Bass II.
- Nintendo Power magazine gave The Black Bass an overall score of 3.5 out of 5 in their November 1989 issue.
- The objective is for the player to catch as many black bass as possible from sunrise to sunset. Between casting rounds, the player can make certain selections. Among the selections is the option to change the type and or color of lure being used.



NTSC-U

US Rarity: 3



Blades of Steel

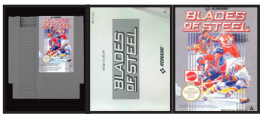
7.9

Developer	Konami/Novotrade
Publisher	Konami (us/eur)/Mattel (au)
Release date	(us) December 1988 (eur) November 23, 1990
Genre	Sports
Players	1-2 Player(s) simultaneous

- Blades of Steel is an ice hockey video game released by Konami for arcades in 1987, and ported to the and NES.
- The game is known for its fast paced hockey action and especially for the fighting.
- The game was later realesed as part of the Konami Classic Series, were the only difference is a red label.

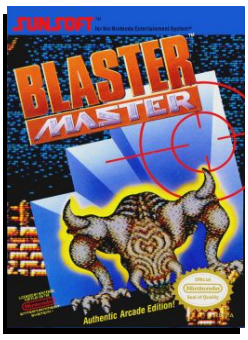
SCN

PAL



NTSC-U

US Rarity: 1



Blaster Master

7.9

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) November 1988 (eur) April 25, 1991
Genre	Platformer
Players	1 Player(s)

- The game is the first in the Blaster Master series, and it spawned two spin-off titles as well as two sequels.
- The game features a character named Jason who follows his pet frog Fred down a hole in the earth. There he finds a tank and uses it to battle radioactive mutants.

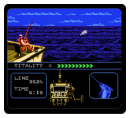
SCN

PAL

NTSC-U

SCN Rarity: 3
US Rarity: 2

4.6



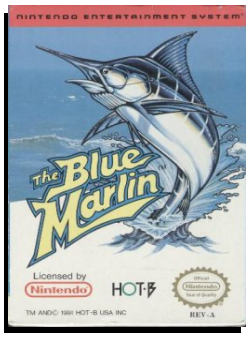
NTSC-U

US Rarity: 4

The Blue Marlin

Developer	Hot-B
Publisher	Hot-B
Release date	(us) July 1992
Genre	Sports
Players	1 Player(s)

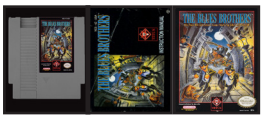
- Following in the tradition of its predecessors, The Black Bass for MSX and the NES, the objective is to win a tournament by catching the largest fish in the time allotted.
- There may be several events that occur that the player must respond to, such as a smoking reel or a marlin attempting to tangle the line in the propeller.
- The Blue Marlin features four tournament rounds.



1.4

PAL

NTSC-U

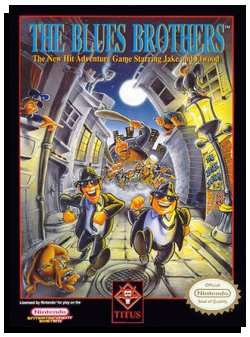


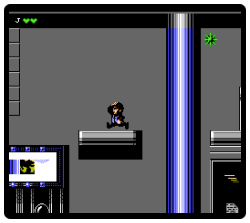
US Rarity: 5

The Blues Brothers

Developer	Titus Software
Publisher	Titus
Release date	(us) September 1992
Genre	Platformer
Players	1 Player(s)

- The Blues Brothers is based on the 1980 movie with the same name.
- The game was created by Titus and in gameplay is reminiscent of Capcom's Chip N' Dale series (1990), as well as Titus' own Titus the Fox.
- A sequel, Blues Brothers: Jukebox Adventure, was released for IBM PC and SNES in 1993 and for the Game Boy in 1994.





1.5

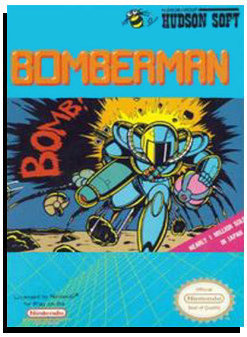
NTSC-U

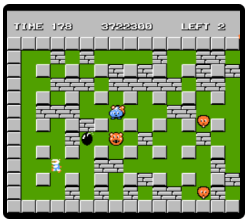
US Rarity: 3

Bo Jackson Baseball

Developer	Beam Software
Publisher	Data East
Release date	(us) October 1991
Genre	Sports
Players	1-2 Player(s) simultaneous

- The game features athlete Bo Jackson, who at the time of the game's release was a star in professional baseball and a former professional football player.
- In Europe, the game was released by Mindscape as TV Sports: Baseball, part of the TV Sports series that included TV Sports: Basketball and other games based on hockey and American football.





Bomberman

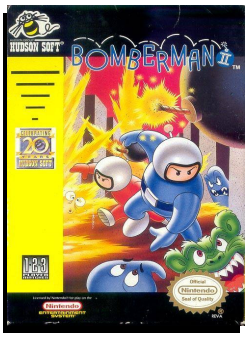
7.7

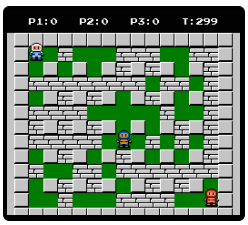
Developer Hudson Soft/Actionamics
Publisher Hudson Soft
Release date (us) January 1987
Genre Arcade
Players 1 Player(s)

- The original home computer game Bomberman was released in 1983 for the MSX.
- It spawned the long-running series with many installments building on its basic gameplay.
- The earlier game Warp & Warp by Namco is most likely the inspiration for the Bomberman gameplay.

NTSC-U

US Rarity: 3





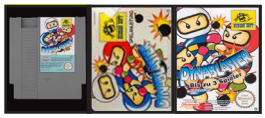
Bomberman II

7.0

Developer Hudson Soft
Publisher Hudson Soft
Release date (us) March 1992
(eur) 1991
Genre Arcade
Players 1-3 Player(s) simultaneous

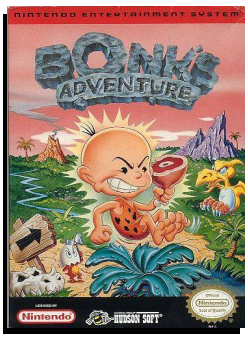
- The game was titled Dynablaster in Europe.
- The game follows the classic Bomberman formula. New to the series are the multi-player modes. Vs Mode is a two-player mode, while Battle Mode is a three-player mode. The objective is to kill the opposing Bomberman by planting bombs. An NES Four Score is required to play the three-player mode.

PAL



NTSC-U

US Rarity: 6

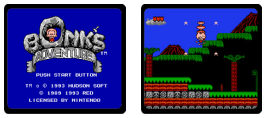


Bonk's Adventure

5.8

Developer Hudson Soft/Red Company/Atlus
Publisher Hudson Soft
Release date (us) January 1994
Genre Platformer
Players 1 Player(s)

- The Japanese name for the original game on the PC-Engine is PC-Genjin (literally, PC-barbarian). In Japanese, PC-Genjin sounds like PC-Engine, and the PC stands for Pithecanthropus Computerus, a pun on Pithecanthropus Erectus. It is generally called PC-Kid in English, as he was meant to be NEC's mascot at the time. Later, when the game was ported for other platforms, it was renamed accordingly, like FC-Kid (after the Famicom).

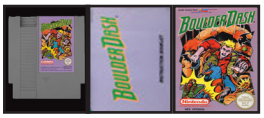


NTSC-U

US Rarity: 7

7.6

PAL



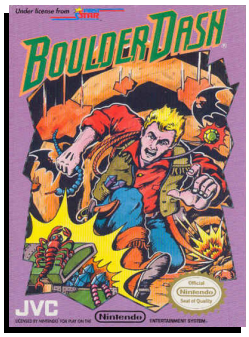
NTSC-U

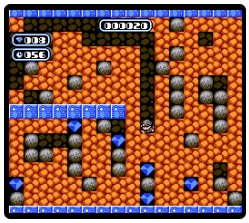
US Rarity: 4

Boulder Dash

Developer First Star Software/SAS Sakata
Publisher JVC
Release date (us) June 1990
Genre Arcade
Players 1-2 Player(s) alternating

- Boulder Dash was originally released in 1984 for Atari 8-bit computers. It was created by Peter Liepa and Chris Gray, and on October 28, 1983, acquired and later published by First Star Software, which still owns the rights to the game.
- Boulder Dash inherits numerous gameplay similarities from the earlier 1982 arcade game The Pit, by Japanese developer Taito.





6.4

PAL

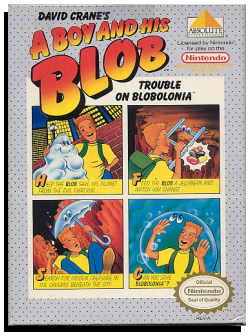
NTSC-U

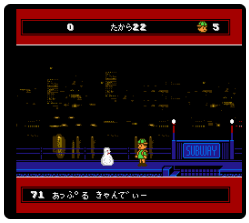
US Rarity: 3

A Boy and His Blob: Trouble on Blobolonia

Developer Imagineering
Publisher Absolute
Release date (us) January 1990
Genre Puzzle platformer
Players 1 Player(s)

- A Boy and His Blob follows an unnamed, male protagonist and his shapeshifting blob friend on their adventure to save the planet of Blobolonia from the clutches of an evil emperor.
- Critical reception for A Boy and His Blob has been largely mixed. Though most reviewers agreed the gameplay was original, some felt it was poorly executed.





5.4

PAL

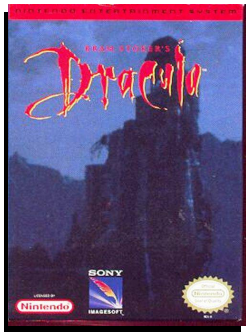
NTSC-U

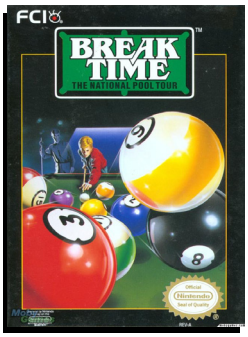
US Rarity: 5

Bram Stoker's Dracula

Developer Probe Software/Psygnosis
Publisher Sony Imagesoft
Release date (us) September 1993
Genre Platformer
Players 1 Player(s)

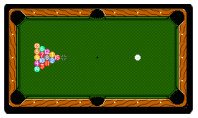
- Bram Stoker's Dracula is a 1993 video game that bears a closer resemblance to platform games such as Super Mario Land than horror films.
- The player controls a young lawyer named Jonathan Harker. Harker must free himself from Dracula's capture, follow him to London, and end his reign of terror.





Break Time: The National Pool Tour

0.8

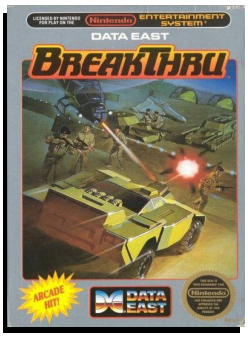


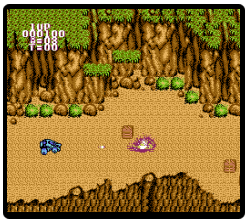
Developer	Pony Canyon/Opera House
Publisher	FCI
Release date	(us) January 1993
Genre	Sports
Players	1-2 Player(s) simultaneous

- Break Time: The National Pool Tour is a pocket billiards (pool) video game released for the NES in 1993 exclusively for a North American audience.
- There are four unique challenges in the game, eight-ball, nine-ball, rotation, and straight pool. All four are allegedly played according to the professional (i.e. world standardized) rules.

NTSC-U

US Rarity: 4





BreakThru

3.1

Developer	Data East
Publisher	Data East
Release date	(us) November 1987
Genre	Action
Players	1-2 Player(s) alternating

- The goal is to drive a dune buggy to “breakthru” the enemy lines of five different areas. The five areas are “Mountain”, “Bridge”, “Prairie” (Although early advertising labeled it “Jungle”), “City”, and “Recover the Aircraft”.
- Extra lives can be found, as well as a powerup that gives the player a temporary three-way cannon.

NTSC-U

US Rarity: 3

Bubble Bobble

7.7

SCN

PAL

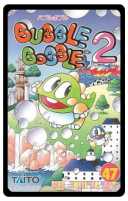
Developer	Taito
Publisher	Taito (us/eur)/Mattel (au)
Release date	(us) November 1988 (eur) October 26, 1990
Genre	Arcade
Players	1-2 Player(s) simultaneous

- Bubble Bobble (Baburu Boburu) is an arcade game by Taito, first released in 1986 and later ported to numerous home computers and game consoles.
- The game became very popular and led to a long series of sequels and spin-offs.

NTSC-U

US Rarity: 3

6.3



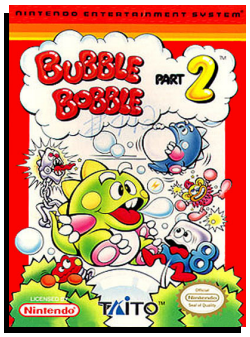
NTSC-U

US Rarity: 6

Bubble Bobble Part 2

Developer Taito
Publisher Taito
Release date (us) August 1993
Genre Arcade
Players 1-2 Player(s) alternating

- Bubble Bobble Part 2 is actually the fourth game in the series, but the game is the true sequel to the original.
- Because of its late release on the NES, Bubble Bobble Part 2 is exceptionally hard to find and is sought after by collectors. Loose copies of the game routinely sell on eBay for between $260 and $300. Complete-in-box copies of the game carry prices ranging between $400 and $600 on eBay and Amazon.



7.8

SCN

PAL

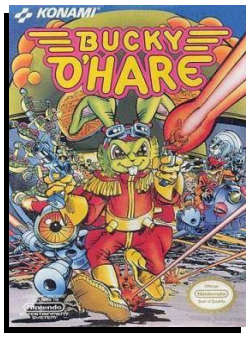
NTSC-U

SCN Rarity: 7
US Rarity: 5

Bucky O'Hare

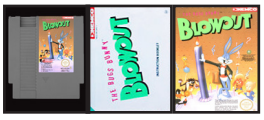
Developer Konami
Publisher Konami
Release date (us) January 1992
(eur) February 18, 1993
Genre Platformer
Players 1 Player(s)

- Bucky O'Hare is based on the comic book series of the same name.
- The game required Bucky to rescue each of his crew members on a series of planets. As each character was rescued, the player gained the ability to switch between them and Bucky on the fly to deal with different problems.

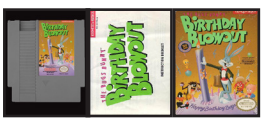


5.5

PAL



NTSC-U

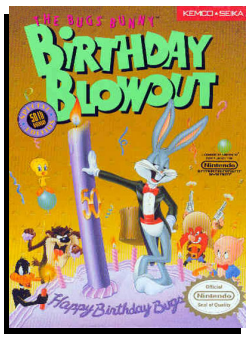
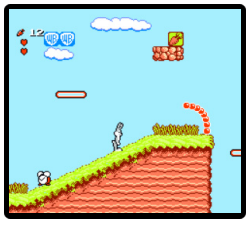


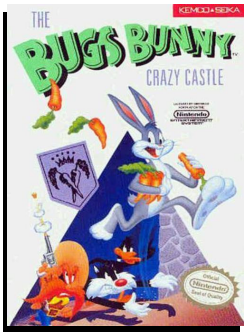
US Rarity: 3

The Bugs Bunny Birthday Blowout

Developer Kemco
Publisher Seika
Release date (us) September 1990
Genre Platformer
Players 1 Player(s)

- The Bugs Bunny Birthday Blowout is known in Europe as The Bugs Bunny Blowout.
- The game is a sequel to the game titled The Bugs Bunny Crazy Castle released in the previous year.
- Many players were disappointed with the game's repetitiveness and low difficulty.



The Bugs Bunny Crazy Castle

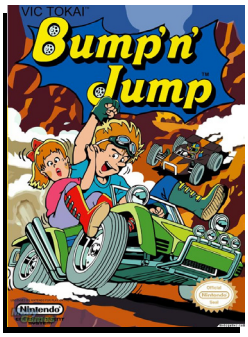
8.0

Developer	Kemco
Publisher	Seika
Release date	(us) August 1989
Genre	Platform
Players	1 Player(s)

- The Bugs Bunny Crazy Castle is known in Japan as Roger Rabbit for the Famicom. It was also released for the Game Boy in Japan as Mickey Mouse and in North America as the same name as the North American NES release.
- The object of the game is to guide Bugs through a series of rooms collecting carrots.

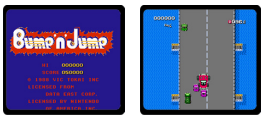
NTSC-U

US Rarity: 4



Bump ‘n’ Jump

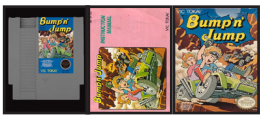
5.5



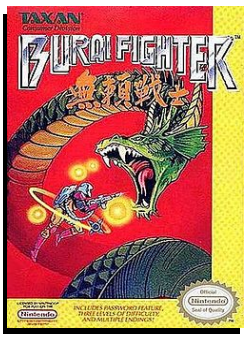
Developer	Data East/SAS Sakata
Publisher	Vic Tokai
Release date	(us) December 1988
Genre	Arcade
Players	1 Player(s)

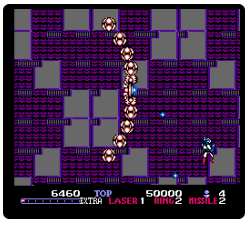
- Bump ‘n’ Jump, known in Japan as Burnin’ Rubber, is a 1982 Japanese arcade game created by Data East Corporation, released as both a dedicated board and as part of their DECO Cassette System.
- In Bump ‘n’ Jump, the girlfriend of the protagonist has been kidnapped by the Black Army Corps, and he must race to save her.

NTSC-U



US Rarity: 4





Burai Fighter

7.2

PAL

Developer	Taxan/KID
Publisher	Taxan
Release date	(us) March 1990
Genre	Shooter
Players	1 Player(s)

- The setting for Burai Fighter, according to the manual, is to fend off seven bases of Burai, super-intelligent cyborgs.
- The player starts out with a relatively weak cannon but can upgrade to ring, laser, and missile weapons, which are much more powerful.
- The player can choose from three difficulty settings.

NTSC-U

US Rarity: 3

6.1

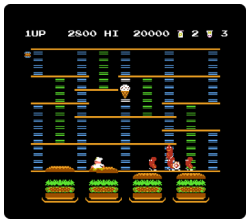
NTSC-U

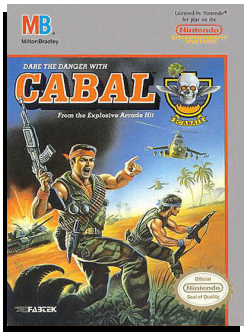
US Rarity: 3

BurgerTime

Developer	Data East/SAS Sakata
Publisher	Data East
Release date	(us) May 1987
Genre	Arcade
Players	1-2 Player(s) alternating

- BurgerTime is a 1982 arcade game created by Data East for its DECO Cassette System.
- The game's original title, Hamburger, was changed to BurgerTime before its introduction to the US.
- The player is chef Peter Pepper, who must walk over hamburger ingredients located across a maze of platforms while avoiding pursuing characters.





Cabal

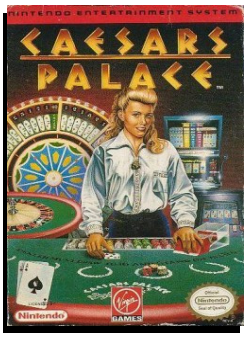
6.3

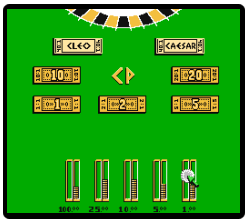
Developer	TAD Corporation/Rare
Publisher	Milton Bradley
Release date	(us) June 1990
Genre	Action
Players	1-2 Player(s) simultaneous

- Cabal was originally a 1988 arcade video game.
- In the game, the player controls a commando, viewed from behind, trying to destroy various enemy military bases.
- The game was innovative for the era, and a modest success in sales. The game's success inspired many of its own "Cabal clones," such as NAM-1975 1990 and Wild Guns 1994.

NTSC-U

US Rarity: 4





Caesars Palace

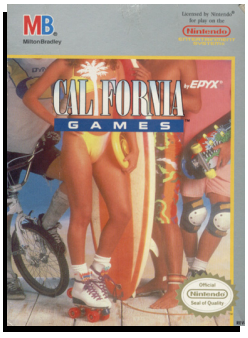
1.5

Developer	Realtime Associates
Publisher	Virgin
Release date	(us) December 1992
Genre	Casino
Players	1 Player(s)

- It is named after the famous Caesars Palace on the Las Vegas Strip near Las Vegas, Nevada.
- This game gives underaged people an experience previously limited to people 21 years of age or older. Because the game was marketed directly towards minor children, a disclaimer was added before the title screen that the game is intended for entertainment use only and not for actual gambling.

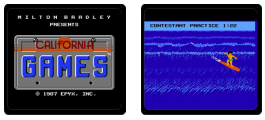
NTSC-U

US Rarity: 3



California Games

4.3



Developer	Epyx/Rare
Publisher	Milton Bradley
Release date	(us) June 1989
Genre	Sports
Players	1-4 Player(s) alternating

- Branching from their popular Summer Games and Winter Games series, this game consisted of some sports purportedly popular in California.
- The game sold very well, topping game selling charts for winter months. It also got very positive reaction from reviewers, many of whom consider California Games to be the last classic Epyx sports game, due to staff changes.

PAL

NTSC-U

US Rarity: 3

Capcom's Gold Medal Challenge '92

7.7

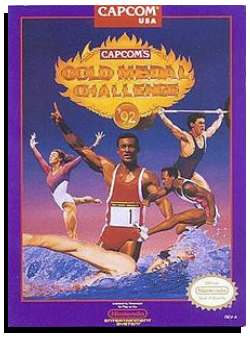
SCN

NTSC-U

SCN Rarity: 8
US Rarity: 5

Developer	Capcom
Publisher	Capcom
Release date	(us) August 1992 (eur) June 17, 1993
Genre	Sports
Players	1-8 Player(s) alternating

- Capcom's Gold Medal Challenge '92 was an Olympic sports game loosely based on the 1992 Summer Olympics in Barcelona. It heavily relied on button mashing style games.
- This game is also notable for its capability to have 8 human competitors to compete in the Olympiad concurrently against each other (although only two at a time).



Captain America and The Avengers

4.9

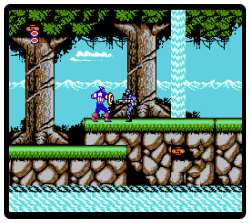
PAL

NTSC-U

US Rarity: 5

Developer	Data East
Publisher	Data East
Release date	(us) December 1991
Genre	Action
Players	1 Player(s)

- The arcade version features the Marvel Comics characters The Avengers in a side-scrolling brawling and shooting adventure to defeat the evil Red Skull.
- The NES version is a side-scrolling action platform game. The only playable characters in this version are Captain America and Hawkeye.



Captain Planet

4.0

SCN

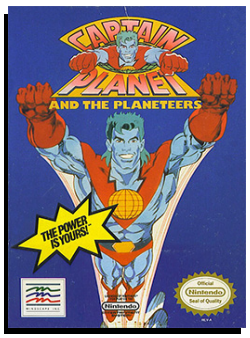
PAL

NTSC-U

SCN Rarity: 5
US Rarity: 4

Developer	Chris Gray Enterprises
Publisher	Mindscape
Release date	(us) September 1991 (eur) August 20, 1992
Genre	Shooter
Players	1 Player(s)

- Captain Planet is loosely based on the environmentalist animated series, Captain Planet and the Planeteers.
- Mindscape was one of the many third party publishers of NES games that had a reputation of releasing low quality products. Most video game critics panned the game for its weak graphics, limited playability and difficulty.



Captain Skyhawk

Developer	Rare
Publisher	Milton Bradley Company (us)/Rare (eur)
Release date	(us) June 1990 (eur) May 26, 1994
Genre	Shooter
Players	1 Player(s)

- Captain Skyhawk is a scrolling shooter video game where the player takes a role of a fighter pilot working to repel an alien invasion.
- The game was released for the PlayChoice-10 arcade machine.
- It features music by acclaimed composer David Wise.

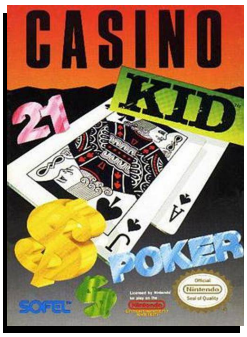
7.4

SCN

PAL

NTSC-U

US Rarity: 2



Casino Kid

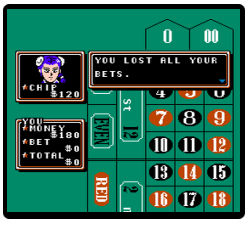
Developer	SOFEL
Publisher	SOFEL
Release date	(us) October 1989
Genre	Casino
Players	1 Player(s)

- In Japan, the game was released as $1,000,000 Kid: Maboroshi no Teiou Hen and is based on the manga series $1,000,000 Kid by Yuki Ishigaki.
- Casino Kid takes place in the fictional town of Lost Wages (the Japanese version uses the actual city of Las Vegas, Nevada) where the object is to earn lots of money and to defeat the evil King of the Casino.

4.2

NTSC-U

US Rarity: 3



Casino Kid 2

Developer	SOFEL
Publisher	SOFEL
Release date	(us) April 1993
Genre	Casino
Players	1 Player(s)

- The sequel was originally going to be titled The Prince of Othello and given a 1990 release until Sofel decided to temporarily cancel the project.
- In Casino Kid II, the titular protagonist, after having defeated the top players in Las Vegas, is issued a challenge by the top gamblers around the world.

5.4

NTSC-U

US Rarity: 6

3.7

PAL

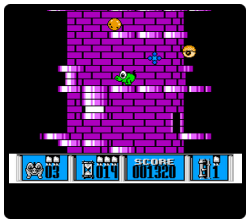
NTSC-U

US Rarity: 5

Castelian

Developer	Triffix/Bits Studios
Publisher	Triffix (us)/Storm (eur)
Release date	(us) June 1991
Genre	Platformer
Players	1 Player(s)

- Nebulus is a video game created by John M. Phillips and published by Hewson Consultants in the late 1980s for various home computer systems. The game's original 8-bit release came to some critical acclaim.
- International releases and ports were known by various other names, including Castelian, Kyorochan Land, Subline and Tower Toppler.



2.9

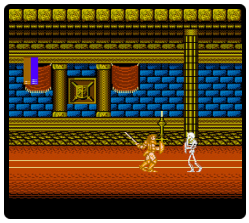
NTSC-U

US Rarity: 5

Castle of Dragon

Developer	Athena
Publisher	SETA
Release date	(us) June 1990
Genre	Action
Players	1 Player(s)

- Castle of Dragon is a port of an obscure arcade game of the same name. The gameplay and graphics were significantly modified to suit the abilities of the NES.
- The Dragon Master, Darklarza, has been terrorizing the kingdom for many years. The king was forced into exile by this threat. He retreated, with the bravest knight in the kingdom, named Garaden.



1.6

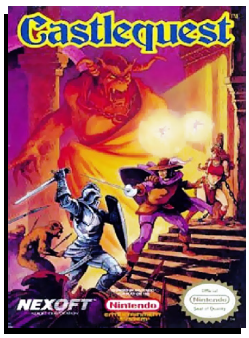
NTSC-U

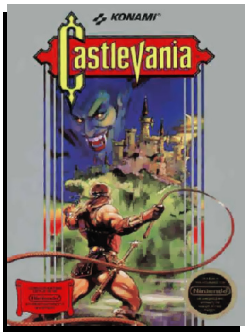
US Rarity: 4

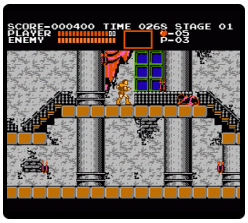
Castlequest

Developer	ASCII
Publisher	Nexoft
Release date	(us) September 1989
Genre	Adventure
Players	1 Player(s)

- Castlequest (known in Japan as Castle Excellent) is an adventure/puzzle-hybrid video game.
- It was developed and published by ASCII Corporation in 1986 for the Famicom console and MSX computers, and was subsequently released in 1989 for the NES in the United States by Nexoft Corporation. It is the sequel to The Castle, released in 1985 for the MSX.







Castlevania

Developer	Konami
Publisher	Konami
Release date	(us) May 1987 (eur) December 19, 1988
Genre	Action
Players	1 Player(s)

- Castlevania, known in Japan as Akumajou Dracula, published originally for the Famicom Disk System in Japan in 1986.
- Castlevania is often considered to be one of the best games on the NES. It has received critical acclaim ever since its original release. It sold impressively and is considered an NES classic.

8.0

SCN

PAL

NTSC-U

US Rarity: 2

Castlevania II: Simon's Quest

Developer	Konami
Publisher	Konami
Release date	(us) December 1988 (eur) April 27, 1990
Genre	Adventure
Players	1 Player(s)

- Castlevania II: Simon's Quest is the second Castlevania title released for the NES, following the original Castlevania.
- Set sometime after the events of the first installment, the player once again assumes the role of vampire hunter Simon Belmont, who is on a journey to undo a curse placed on him by Dracula at the end of their previous encounter.

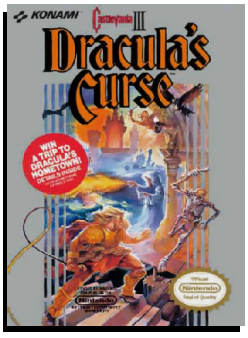
5.5

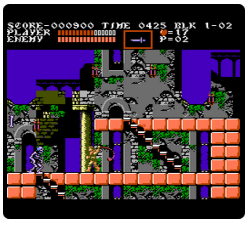
SCN

PAL

NTSC-U

US Rarity: 2





Castlevania III: Dracula's Curse

Developer	Konami
Publisher	Konami
Release date	(us) September 1990 (eur) December 10, 1992
Genre	Action
Players	1 Player(s)

- The plot of Castlevania III: Dracula's Curse is a prequel to the original Castlevania. set a few centuries before the events of the original game.
- The game has additional sound channels via Konami's VRC6 sound chip.

9.6

SCN

PAL

NTSC-U

SCN Rarity: 4
US Rarity: 2

5.1

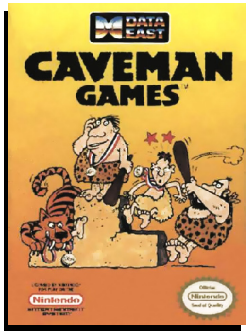
NTSC-U

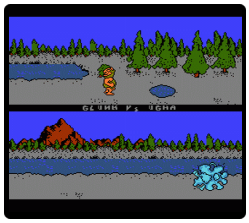
US Rarity: 4

Caveman Games

Developer Data East/Dynamix
Publisher Data East
Release date (us) October 1990
Genre Sports
Players 1-4 Player(s) simultaneous

- Caveman Ughlympics or Caveman Ugh-lympics is a 1988 sports multiplayer video game. It was produced for the C64 and DOS by Dynamix and published by Electronic Arts. The NES version was renamed Caveman Games.
- Computer Gaming World gave the game a positive review, saying the game is most enjoyable with 2-4 players. The game's humor was its most praised quality.





5.4

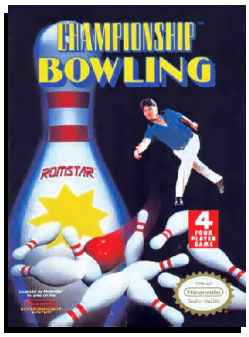
NTSC-U

US Rarity: 4

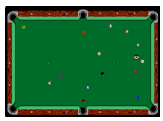
Championship Bowling

Developer Athena
Publisher Romstar
Release date (us) December 1989
Genre Sports
Players 1-4 Player(s) alternating

- Championship Bowling was one of the few games that supported the Four Score accessory for the NES, allowing for four people to play.
- The object of the game is the same as a regular game of bowling; score the highest to win. The game utilizes factors such as left or right-handedness, spin, power, and weight of the ball, which can affect the outcome of a throw.



5.4



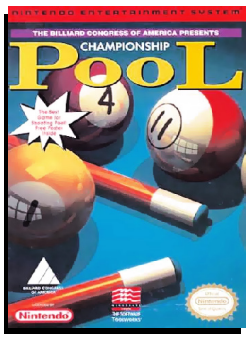
NTSC-U

US Rarity: 6

Championship Pool

Developer Bitmasters
Publisher Mindscape
Release date (us) October 1993
Genre Sports
Players 1 Player(s)

- The pool (pocket billiards) game was developed by Bitmasters and released by Mindscape. The game was officially endorsed by the Billiard Congress of America. The game was designed and programmed by Franz Lanzinger and David O'Riva.
- You can shoot some stick in four different modes and they are Tournament, Party, Freestyle, and Challenge.



Championship Rally

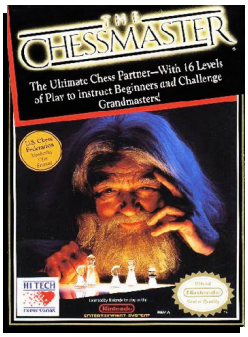
4.0

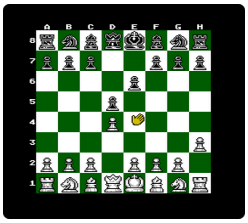
Developer Human Entertainment
Publisher HAL
Release date (eur) 1991
Genre Racing
Players 1 Player(s)

- Championship Rally, known as Exciting Rally: World Rally Championship in Japan, is a 1991 racing video game. This game was not released in North America and is considered semi-rare.
- The game features a variety of courses, weather and track conditions, and the ability to customize many of the player's cars features.

PAL

ESP Rarity: 7





Chessmaster

6.2

Developer Software Toolworks/Ubisoft Romania
Publisher Hi Tech Express
Release date (us) January 1990
(eur) March 26, 1992
Genre Board Game
Players 1-2 Player(s) simultaneous

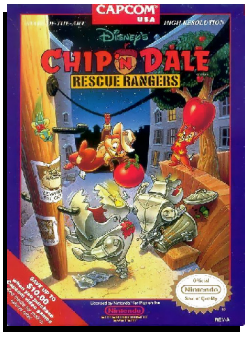
- Chessmaster is a chess-playing computer game series which is now owned and developed by Ubisoft. It is the best-selling chess franchise in history, with more than five million units sold as of 2002.
- The Chessmaster series started with The Chessmaster 2000 by The Software Toolworks in 1986.

SCN

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 3



Chip 'n Dale: Rescue Rangers

8.1

Developer Capcom
Publisher Capcom
Release date (us) June 1990
(eur) December 12, 1991
Genre Platformer
Players 1-2 Player(s) simultaneous

- Chip 'n Dale Rescue Rangers is based on the Disney animated series of the same name.
- Rescue Rangers proved to be a commercial success, selling approximately 1.2 million copies worldwide, becoming Capcom's fourth highest-selling game for the NES.

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 4

Chip ‘n Dale Rescue Rangers 2

5.5

SCN

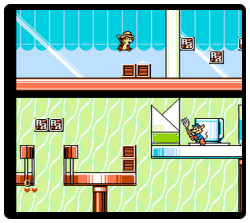
PAL

NTSC-U

SCN Rarity: 8
US Rarity: 6

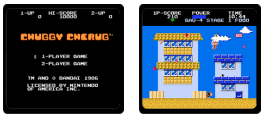
Developer	Capcom
Publisher	Capcom
Release date	(us) January 1994 (eur) September 29, 1994
Genre	Platformer
Players	1-2 Player(s) simultaneous

- Unlike the first game, there is no map screen as the stages are set in a linear order. The only exception is at the amusement park, in which the first three stages can be played in any order before entering the final stage.
- Rescue Rangers 2 received mostly positive reviews in North America despite its release, well into its system’s life cycle.



Chubby Cherub

5.2

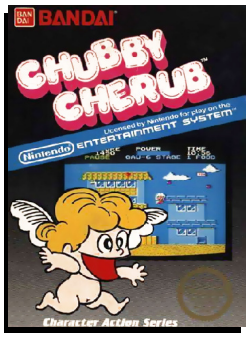


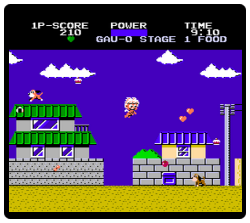
NTSC-U

US Rarity (cart): 4
US Rarity (box): 9

Developer	TOSE
Publisher	Bandai
Release date	(us) October 1986
Genre	Arcade
Players	1-2 Player(s) alternating

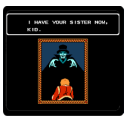
- Chubby Cherub is about a flying cupid-like character who eats food and attacks enemies with hearts.
- The original Japanese version of the game is about a ghost named Q-tarō, a character from a Fujiko Fujio manga series titled Obake no Q-tarō. It was retitled and heavily modified for its North American release since its source material was not familiar to Western audiences.





Circus Caper

3.4

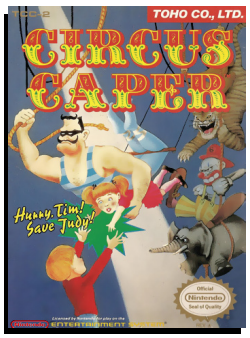


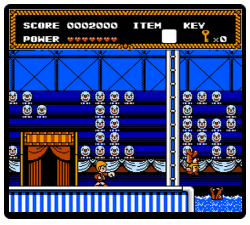
NTSC-U

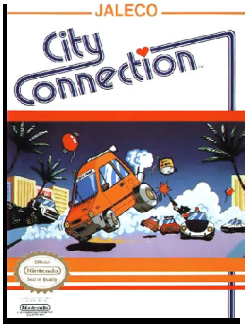
US Rarity: 4

Developer	Advance Communication Company
Publisher	Toho
Release date	(us) July 1990
Genre	Platformer
Players	1 Player(s)

- In Circus Caper the player controls a young boy on a quest to save his sister who has been kidnapped by the circus.
- The USA version has a number of changes from the Japanese versions. Mainly minigame and RPG elements were removed, the stages were modified and the setting was changed to a Circus.







City Connection

4.5

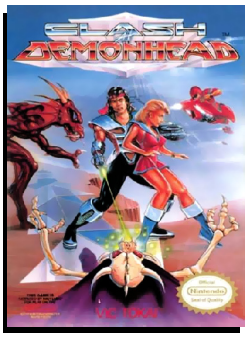
Developer Axes Art Amuse/Hect Co. Ltd./NMK Co. Ltd.
Publisher Jaleco
Release date (us) May 1988
Genre Arcade
Players 1-2 Player(s) alternating

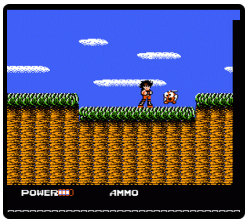
- It's a platform game in which the player controls a car that can never be stopped. The car normally moves at the same speed, although the player can push in the direction the car is moving to make it drive slightly faster. It can only 180° handbrake turn or jump (normal jump or high jump).
- City Connection was remarkable for its time in that each location had its own background and music.

PAL

NTSC-U

US Rarity: 3





Clash at Demonhead

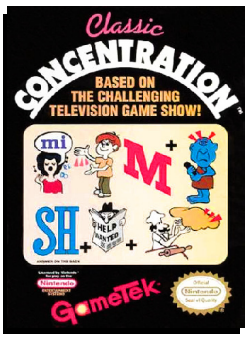
7.6

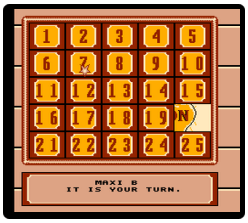
Developer Vic Tokai
Publisher Vic Tokai
Release date (us) January 1990
Genre Action
Players 1 Player(s)

- The North American cover was illustrated by Lawrence Fletcher.
- Clash at Demonhead is an open-ended platformer in the "Metroidvania" style.
- The player takes control of Billy "Big Bang" Blitz, who is capable of running, jumping, and shooting.

NTSC-U

US Rarity: 4





Classic Concentration

2.8

Developer Softie
Publisher GameTek
Release date (us) September 1990
Genre Game Show
Players 1-2 Player(s) simultaneous

- Two computer versions of Classic Concentration were released by Softie for MS-DOS systems, as well as the Apple II and Commodore 64. Tiger Electronics also marketed a hand-held version of the game in 1999 using the Narz-era theme and the 1960s–1978 logo.

NTSC-U

US Rarity: 5

2.9

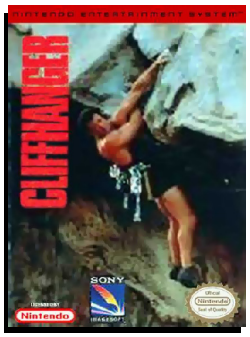
NTSC-U

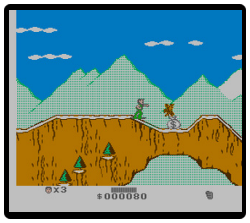
US Rarity: 6

Cliffhanger

Developer Spiderbits/Malibu Interactive
Publisher Sony Imagesoft
Release date (us) November 1993
Genre Platformer
Players 1 Player(s)

- Cliffhanger is based on the film of the same name. Mark Cooksey wrote this game's music.
- The game begins with Gabe responding to the call, before Hal being captured. In order to progress through the game, the player must watch out for enemies and either avoid them by jumping or defeat them by attacking with various weapons, such as a knife or a gun.





5.6

SCN

PAL

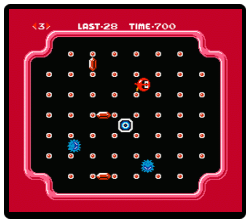
NTSC-U

US Rarity: 4

Clu Clu Land

Developer Nintendo R&D1
Publisher Nintendo
Release date (us) October 1985
(eur) February 15, 1987
Genre Arcade
Players 1-2 Player(s) simultaneous

- In Clu Clu Land, the player is a fish named Bubbles who swims in a maze trying to uncover all the golden Ingots.
- Although "Clu Clu Land" is the official English title for the game, "Clu Clu" is actually a romanization of "Kuru Kuru", a Japanese onomatopeia word that refers to something going "around and around".



6.6

NTSC-U

US Rarity: 3

Cobra Command

Developer Data East
Publisher Data East
Release date (us) November 1988
Genre Shooter
Players 1 Player(s)

- Cobra Command is a 1988 arcade game developed and published by Data East that was later ported to the NES. The NES Port of Cobra Command which was released the same year as the arcade game, is slightly similar, however unlike the arcade game, the NES version does not scroll automatically, and its gameplay is similar to Choplifter as the main goal for each level is to rescue all of the hostages.

Cobra Triangle

Developer	Rare
Publisher	Nintendo
Release date	(us) July 1989 (eur) October 25, 1989
Genre	Racing
Players	1 Player(s)

- Cobra Triangle is a single-player game developed by Rare for the NES following the success of their previous game, R.C. Pro-Am.
- Similar to R.C. Pro-Am, this game is an action racing game in the isometric perspective, though instead of cars the game features motorboats.

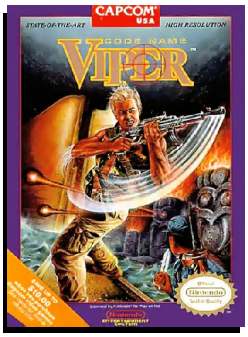
6.0

SCN

PAL

NTSC-U

US Rarity: 3



Code Name: Viper

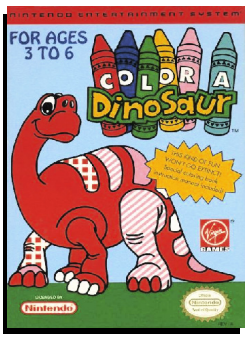
Developer	Capcom
Publisher	Capcom
Release date	(us) March 1990
Genre	Action
Players	1 Player(s)

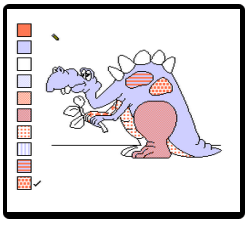
- Code Name: Viper, originally released as Ningen Heiki Dead Fox, is a side-scrolling action game released by Capcom in 1990 for the NES.
- The player takes control of a special forces operative who must combat a drug syndicate in South America.
- The gameplay system is similar to Namco's 1986 arcade game Rolling Thunder, specifically its own NES version.

7.9

NTSC-U

US Rarity: 3



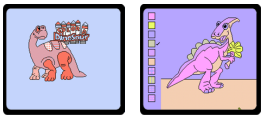


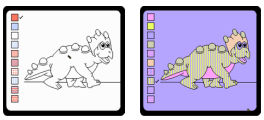
Color a Dinosaur

Developer	FarSight Studios
Publisher	Virgin
Release date	(us) July 1993
Genre	Edutainment
Players	1 Player(s)

- This game is intended for younger audiences as no sophisticated features are offered in this game (animation, minigames, etc.) The game's overly simplistic nature, lack of a save feature and bad visuals have made the game a frequent subject of criticism among the gaming community.
- Tommy Tallarico did the music for this game.

1.1





NTSC-U

US Rarity: 6

6.2

NTSC-U

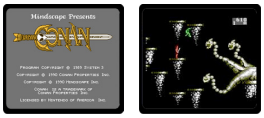
US Rarity: 2

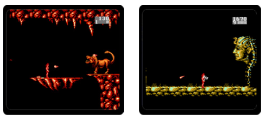
Commando

Developer Capcom
Publisher Capcom
Release date (us) November 1986
Genre Action
Players 1-2 Player(s) alternating

- Commando, is a run and gun, vertically scrolling shoot 'em up arcade game released in 1985. Its influence can be seen in various later games in the genre, including Gun.Smoke, Who Dares Wins, Ikari Warriors, Jackal and others.
- Computer Gaming World said that "few cartridges can equal Commando's non-stop action" on the NES.

1.4





NTSC-U

US Rarity: 6

Conan: The Mysteries of Time

Developer System 3/Mindscape
Publisher Mindscape
Release date (us) February 1991
Genre Adventure
Players 1 Player(s)

- While it features the Conan the Barbarian character, it is a simple adaptation of a computer game called "Myth: History in the Making".
- The game was almost universally panned for its poor graphics and control. The Ultimate Console Database used words like, "ugly", "sad", "uninspired" and even, "crap" in its review of the game

7.0

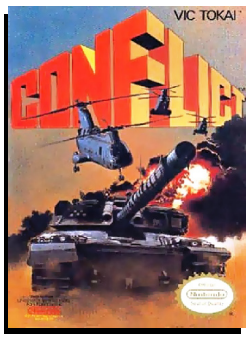
NTSC-U

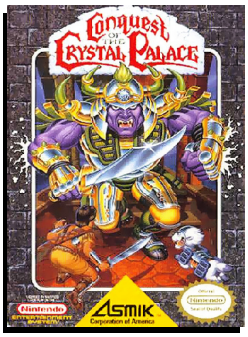
US Rarity: 5

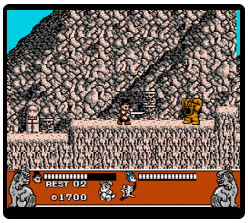
Conflict

Developer Vic Tokai
Publisher Vic Tokai
Release date (us) March 1990
Genre Strategy
Players 1-2 Player(s) simultaneous

- Conflict is a hex-based NES war game where the player is a three-star general who must accompany his troops to the ultimate victory. The player can earn or lose victory points by occupying cities and destroying units of the opponent's army.
- A sequel was released for the SNES entitled Super Conflict.







Conquest of the Crystal Palace

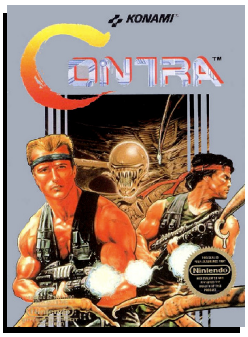
7.8

Developer	Quest
Publisher	Asmik
Release date	(us) November 1990
Genre	Platformer
Players	1 Player(s)

- The game is an action platform game that scrolls both horizontally and vertically.
- In Conquest of the Crystal Palace you control Farron, the hero of the story who needs to enter the Crystal Palace and destroy the bad guys in order to restore peace.

NTSC-U

US Rarity: 3



Contra

8.7

Developer	Konami
Publisher	Konami
Release date	(us) February 1988 (eur) December 28, 1990
Genre	Action
Players	1-2 Player(s) simultaneous

- In Europe and Oceania, the NES version of Contra was retitled Probotector, and the player characters, as well as some of the enemy soldiers, were replaced with robotic counterparts. This was done to circumvent the BPjM's censorship laws in Germany, which prohibits the sales of violent video games to minors.

SCN

PAL

NTSC-U

US Rarity: 3

Contra Force

5.2

Developer	Konami
Publisher	Konami
Release date	(us) September 1992
Genre	Action
Players	1-2 Player(s) simultaneous

- Contra Force is a spin-off of the Contra series and the third game in the series released for the NES.
- The game was originally scheduled to be released as an unrelated game in Japan titled Arc Hound, however that version was canceled and instead Konami localized the game for a North American release as a Contra spinoff.

NTSC-U

US Rarity: 6

Cool World

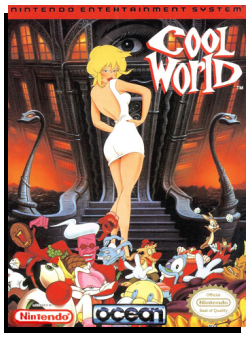
0.8

NTSC-U

US Rarity: 6

Developer	Ocean
Publisher	Ocean
Release date	(us) June 1993
Genre	Platformer
Players	1 Player(s)

- Cool World is loosely based on the movie Cool World. Different games based on the film were also released for the SNES and various personal computers.
- The player controls Detective Frank Harris, who must retrieve five pieces of a tunnel map bridging the real world with a cartoonish dimension known as Cool World.



Cowboy Kid

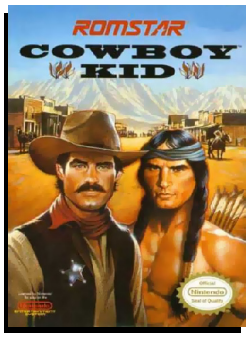
5.6

NTSC-U

US Rarity: 7

Developer	Pixel
Publisher	Romstar
Release date	(us) January 1992
Genre	Adventure
Players	1-2 Player(s) simultaneous

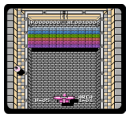
- Cowboy Kid is a video game inspired by Konami's Ganbare Goemon series.
- The player controls a young gunslinger who travels the land fighting villains and playing mini-games. The main gameplay involves you moving around the towns horizontally collecting gold by hitting chests while killing the bad guys at the same time.



Crackout

5.6

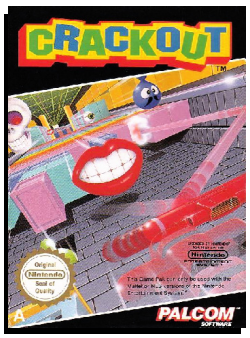
PAL

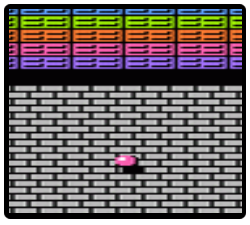


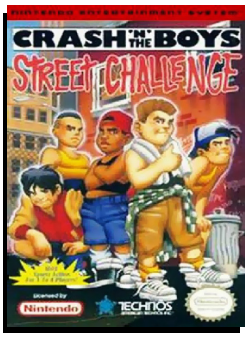
UKV Rarity: 6

Developer	Konami
Publisher	Palcom
Release date	(eur) 1991
Genre	Arcade
Players	1 Player(s)

- Crackout is is a Breakout clone, with some additional elements not normally found in other games in the genre. This game differs from the original Breakout as it contained enemies on screen that could be hit to gain power ups.
- The object of the game is to clear levels by either destroying all bricks or defeating the enemies.







Crash ‘n the Boys: Street Challenge

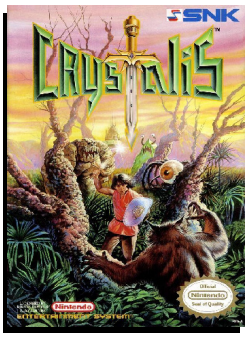
7.1

Developer	Technōs Japan
Publisher	American Technōs
Release date	(us) October 1992
Genre	Sports
Players	1-4 Player(s) simultaneous

- Crash ‘n’ the Boys: Street Challenge featured Olympic style contests without rules or regulations, between five teams. The games included 400 metres hurdles, Hammer throw, Swimming, Roof Top Jumping, and Fighting Scene.
- It was re-released for the Wii Virtual Console and later for the Nintendo 3DS.

NTSC-U

US Rarity: 5



Crystalis

8.1

Developer	SNK
Publisher	SNK
Release date	(us) July 1990
Genre	Adventure
Players	1 Player(s)

- Though Crystalis never became a runaway hit, it is now considered a cult classic. The game’s initial success prompted a release for the Game Boy Color, which is generally considered more of a remake than a simple port.
- The game begins with a man’s awakening from a cryogenic sleep one hundred years after a global nuclear war.

NTSC-U

US Rarity: 4

Cyberball

1.5

Developer	Atari
Publisher	Jaleco
Release date	(us) 1992
Genre	Sports
Players	1-2 Player(s) simultaneous

- Cyberball is an Atari Games arcade game of 7-man American football, using robotic avatars of different speeds, sizes, and skill sets.
- Tengen intended to release it unlicensed, but Jaleco purchased rights to publish it first.

NTSC-U

US Rarity: 5

6.2

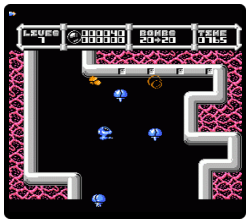
NTSC-U

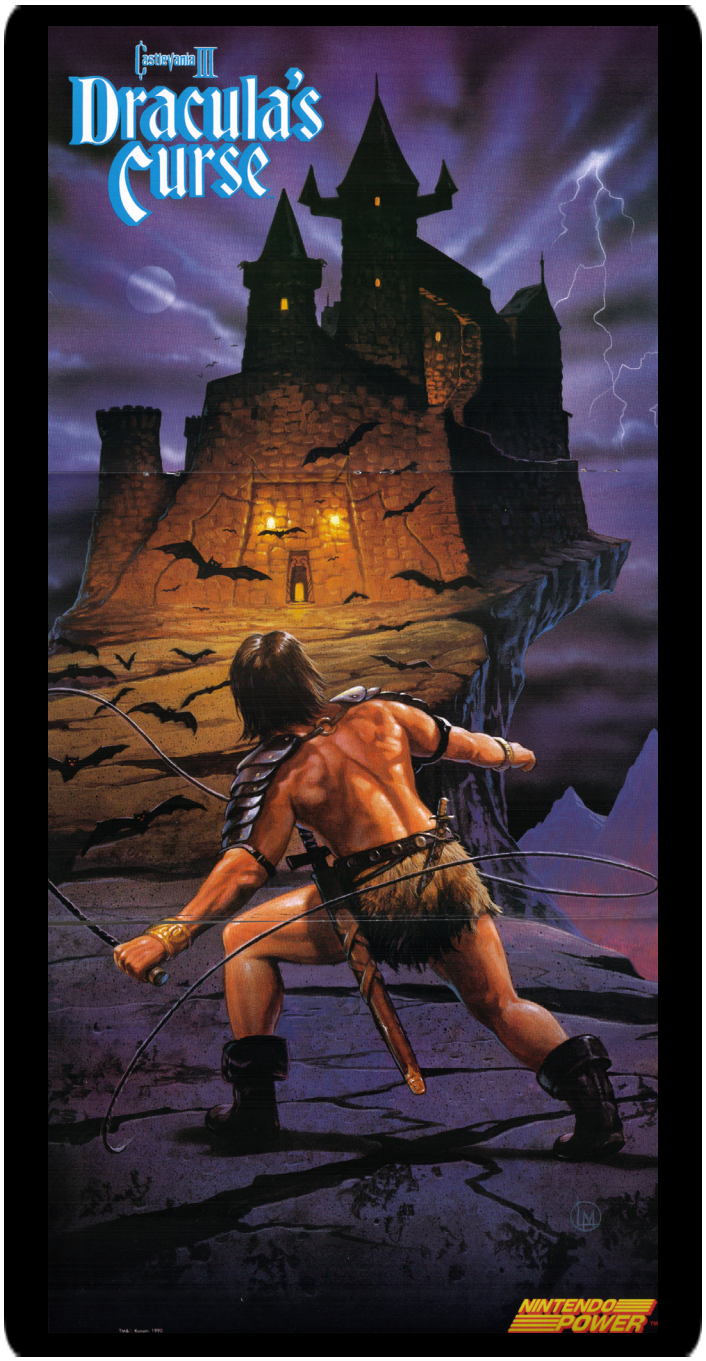
US Rarity: 4

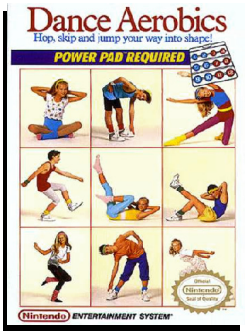
Cybernoid

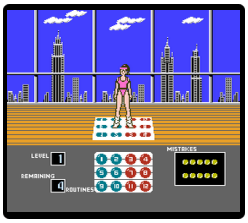
Developer	Gremlin Graphics/Raffaele Cecco
Publisher	Acclaim
Release date	(us) December 1989
Genre	Shooter
Players	1 Player(s)

- Cybernoid: The Fighting Machine is a shoot ‘em up developed and published in 1987 by Hewson Consultants for the ZX Spectrum, and was then ported to NES.
- It was programmed by Raffaele Cecco.
- The cybernoid needs to battle the pirates and their planetary defense systems in order to retrieve the stolen booty.







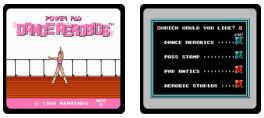


Dance Aerobics

1.5

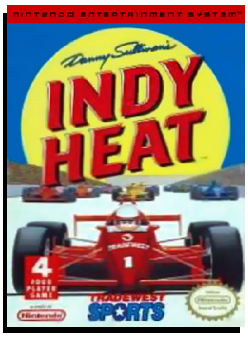
Developer Human/Bandai/TRY Co., Ltd.
Publisher Nintendo
Release date (us) March 1989
Genre Power Pad
Players 1 Player(s)

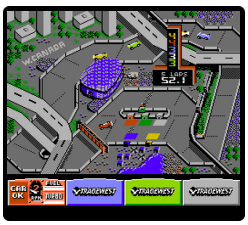
- Dance Aerobics, released in Japan as Aerobics Studio, is a music video game published in February 1987 by Bandai as the third game in Bandai's Family Trainer series.
- It was designed for use with NES' 3x4 dance mat, the Power Pad, making it similar to the rhythm game genre - a genre that would later explode into the mainstream gaming market at the tail end of the 1990s.



NTSC-U

US Rarity: 3





Danny Sullivan's Indy Heat

6.9

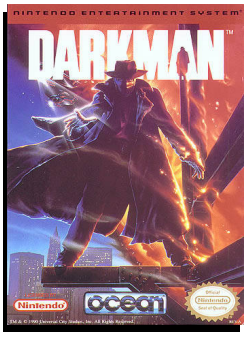
Developer Rare
Publisher Tradewest
Release date (us) August 1992
Genre Racing
Players 1-4 Player(s) simultaneous

- Danny Sullivan's Indy Heat is a 1991 arcade racing game developed and published in the arcades by Leland Corporation. It is based on a three-player arcade game of the same title. It starred American IndyCar driver Danny Sullivan, and featured the tracks of the CART series of the early 1990s.
- Indy Heat was the third NES game to be released that featured an American indy car driver.

PAL

NTSC-U

US Rarity: 5

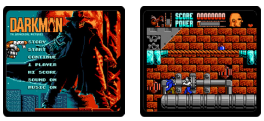


Darkman

3.3

Developer Painting By Numbers/Ocean
Publisher Ocean
Release date (us) October 1991
Genre Action
Players 1-2 Player(s) alternating

- Darkman's plot is loosely based on the film of the same name.
- In this side-scrolling platformer, the player controls Darkman, a superhero who can jump, kick and punch, as well as swing from a rope during action sequences between levels.
- In each level, Darkman disguises himself as the boss of the level, whom he must defeat before the time limit elapses.



PAL

NTSC-U

US Rarity: 5

2.6

NTSC-U

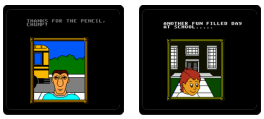
US Rarity: 3

Dash Galaxy in the Alien Asylum

Developer Beam Software
Publisher Data East
Release date (us) February 1990
Genre Platformer
Players 1 Player(s)

- Dash Galaxy in the Alien Asylum was an action game for the NES released in 1990 exclusively in North America.
- Players take the role of Dash Galaxy, a space scout who has been captured by a hostile civilization.
- Gameplay involves a series of floors with several rooms each. Keys must be collected to progress to higher floors, and eventually, an escape ship.

0.8



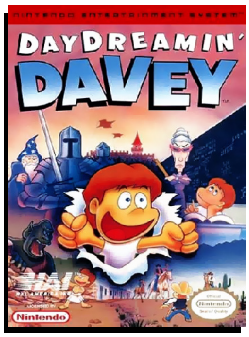
NTSC-U

US Rarity: 5

Day Dreamin' Davey

Developer Sculptured Software
Publisher HAL America
Release date (us) June 1992
Genre Platformer
Players 1 Player(s)

- The game is centered around a young boy named Davey who is prone to daydreaming in school. Throughout the game Davey goes through events during his day at school that cause him to go into daydreams. The very first involves the school bully Lumpy taking his pencil, which causes Davey to daydream that he is in the Middle Ages fighting as a knight looking to regain a lance (which is his pencil in real life).



5.0

SCN

PAL

NTSC-U

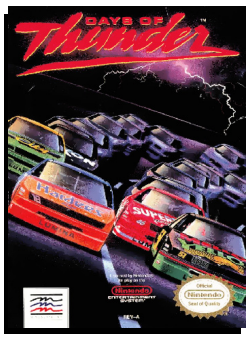
SCN Rarity: 6
US Rarity: 4

Days of Thunder

Developer Beam Software
Publisher Mindscape
Release date (us) October 1990
(eur) April 25, 1991
Genre Racing
Players 1 Player(s)

- Days of Thunder is a 1990 NASCAR racing simulation video game loosely based on the 1990 movie Days of Thunder. The game utilized elements from the movie, using a movie license from Paramount Pictures for its graphical elements, plot, and music soundtrack.

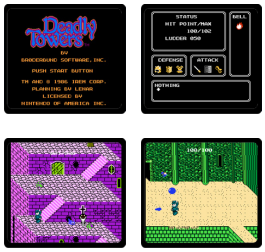
"nesguide.com"



Deadly Towers

1.8

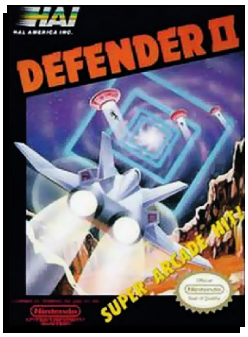
Developer	Lenar
Publisher	Brøderbund
Release date	(us) September 1987
Genre	Adventure
Players	1 Player(s)



- Deadly Towers is one of the earliest published role-playing video games for the NES in North America, Deadly Towers was a best-selling title in 1987.
- In Japan, Deadly Towers was titled Mashō. It is a pun of the word mashō, meaning “devilishness”, and in keeping with this theme, the Japanese cartridge contained a red LED at the top which illuminated when turned on.

NTSC-U

US Rarity: 2



Defender II

7.8

Developer	HAL Labratory/Vid Kidz
Publisher	HAL America
Release date	(us) July 1988
Genre	Shooter
Players	1-2 Player(s) alternating

- The game was originally called Stargate and was an arcade game released in 1981 by Williams Electronics. It has no connection to the subsequent Stargate franchise that began 13 years later.
- Created by Eugene Jarvis, it is a sequel to the 1980 game Defender, and was the first of only three productions from Vid Kidz.

NTSC-U

US Rarity: 3

Defender of the Crown

4.1

Developer	Beam Software/Konami
Publisher	Ultra
Release date	(us) July 1989 (eur) July 25, 1991
Genre	Strategy
Players	1 Player(s)

SCN

PAL

NTSC-U

US Rarity: 3

- Defender of the Crown is a strategy computer game designed by Kellyn Beck. It was Cinemaware’s first game, and was originally released for the Commodore Amiga in 1986.
- The ports of the game for the NES, resulted in an enormous loss in graphic and audio quality due to those systems’ inferior abilities compared to the Amiga.

5.1

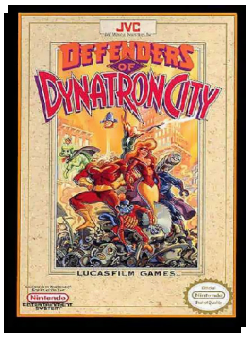
NTSC-U

US Rarity: 6

Defenders of Dynatron City

Developer Lucasfilm Games
Publisher JVC
Release date (us) July 1992
Genre Action
Players 1 Player(s)

- The designer of the game was Gary Winnick. This was Winnick's first project as sole designer. He was previously the co-designer of Maniac Mansion, alongside Ron Gilbert.
- The game won praise in its preproduction by many video game magazines for the creation of an original superhero team. However, when the game was released it was widely panned by video game critics for having a poor hit detection.



7.8

SCN

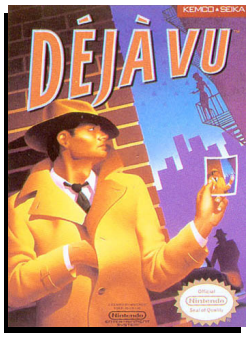
NTSC-U

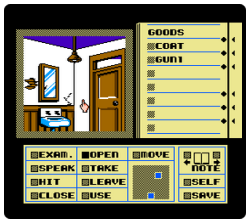
SCN Rarity: 6
US Rarity: 3

Déjà Vu

Developer ICOM Simulations
Publisher Seika
Release date (us) December 1990
(eur) September 24, 1992
Genre Adventure
Players 1 Player(s)

- Déjà Vu is a "point-and-click" adventure game, originally released in 1985 for Macintosh, is set in the world of 1940s hard-boiled detective novels and movies.
- Déjà Vu was the first game to use ICOM's trademark MacVenture interface and engine. It inspired similar point-and-click games such as Maniac Mansion from LucasArts.





5.3

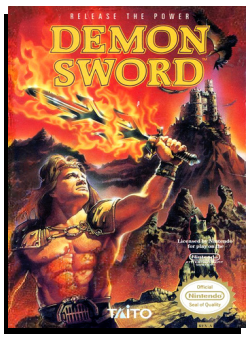
NTSC-U

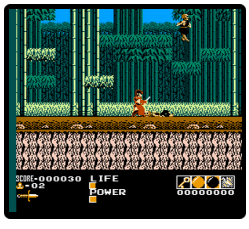
US Rarity: 4

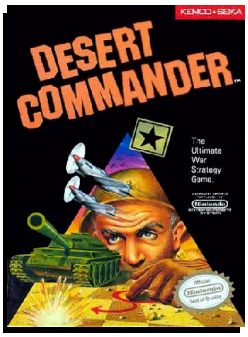
Demon Sword

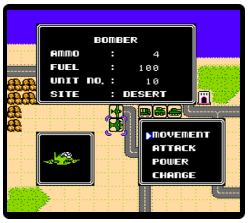
Developer TOSE
Publisher Taito
Release date (us) January 1990
Genre Action
Players 1 Player(s)

- The caption on the box says to "Release the Power". This is consistent with the game's method of powering up the character's abilities.
- The cover used for the English release of Demon Sword features a muscular bare-chested bronzed man, whereas the sprite in the game appears to be a paler lithe man wearing a red kimono.









Desert Commander

7.3

Developer Kemco
Publisher Seika
Release date (us) June 1989
Genre Turn-based strategy
Players 1-2 Player(s) simultaneous

- Desert Commander is a turn-based tactics game based on the North African theatre of World War II.
- The players can choose between the Allied Forces of Generals George S. Patton and Bernard Montgomery and the Axis Powers of General Erwin Rommel.
- The object of the game is to destroy the enemy's headquarters unit. The player that does so first wins.

NTSC-U

US Rarity: 4

Destination Earthstar

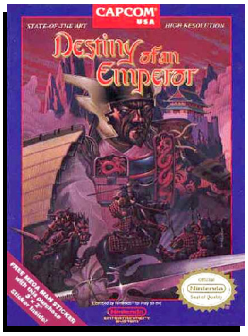
2.8

Developer Imagineering
Publisher Acclaim
Release date (us) February 1990
Genre Simulation
Players 1 Player(s)

- Destination Earthstar is a futuristic, first person, space shooter.
- The gameplay is divided into two parts. You begin in the simulation mode, controlling your ship from first-person perspective. You can change your altitude, speed, and weapons, at the same time paying attention to the fuel you have left. Once you have defeated enough enemies and landed on a planet, the game turns into a side-scrolling shooter.

NTSC-U

US Rarity: 2



Destiny of an Emperor

7.6

Developer Capcom
Publisher Capcom
Release date (us) September 1990
Genre Role Playing
Players 1 Player(s)

- Destiny of an Emperor is based on Hiroshi Motomiya's manga. A sequel (Tenchi o Kurau II) was released in Japan, but sadly never made it out of Japan.
- Author Andy Slaven called it "all too often ignored", calling its strategic gameplay unique to the NES. He praised it as both challenging and fun.

NTSC-U

US Rarity: 6

5.5

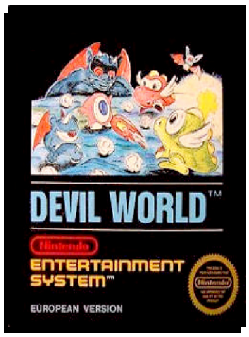
SCN

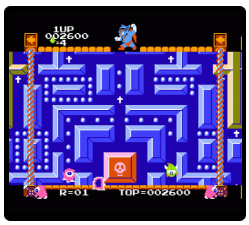
SCN Rarity: 8

Devil World

Developer Nintendo
Publisher Nintendo
Release date (eur) July 15, 1987
Genre Arcade
Players 1-2 Player(s) simultaneous

- The game has similar gameplay to that of Pac-Man.
- It is the only game designed by Shigeru Miyamoto that has not been released in North America, despite the fact that the game is simple and in English. This was due to Nintendo of America's strict policies on the use of religious icons in games, which were at their strictest level at the time of the game's original release.





4.6

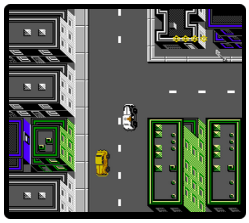
NTSC-U

US Rarity: 3

Dick Tracy

Developer Realtime Associates
Publisher Bandai
Release date (us) August 1990
Genre Action
Players 1 Player(s)

- The objective is to solve several mysteries without accusing the wrong person or shooting too many unarmed villains.
- The player drives Tracy's vehicle through the city, avoiding snipers and other cars, to various locations mentioned in the clues, where the action shifts to a side-scrolling adventure game.



5.7

PAL

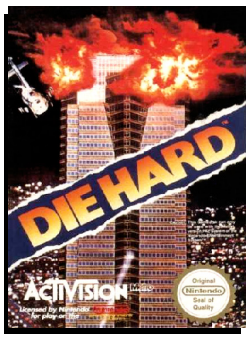
NTSC-U

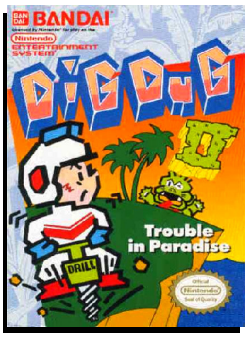
US Rarity: 5

Die Hard

Developer Pack-In-Video
Publisher Activision
Release date (us) January 1992
(eur) January 1992
Genre Action
Players 1 Player(s)

- Its gameplay is based on the 1988 movie Die Hard.
- The game is played from a top-down perspective.
- Author Andy Slaven commented that the video game didn't do the film justice, calling the overall experience average.





Dig Dug II

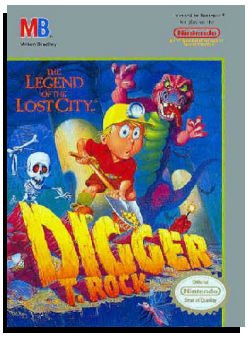
6.8

Developer	Namco
Publisher	Bandai
Release date	(us) December 1989
Genre	Arcade
Players	1-2 Player(s) alternating

- Dig Dug II, subtitled Trouble in Paradise for Bandai's American NES port, is the arcade sequel to Dig Dug, released by Namco in 1985.
- It runs on Namco Super Pac-Man hardware but with a video system like that used in Mappy and The Tower of Druaga.
- Unlike the first game, Dig Dug II takes place on an island with an overhead view.

NTSC-U

US Rarity: 4



Digger T. Rock: Legend of the Lost City

5.9

Developer	Rare
Publisher	Milton Bradley
Release date	(us) December 1990
Genre	Platformer
Players	1 Player(s)

- The player is in control of the title character, who is searching for treasure hidden in various caverns. Digger has multiple tools which are found and can be used to explore and uncover new areas.
- The game is notable for the animation of the character's death, which shows a presumably time-lapse view of his body decaying with only his helmet and skeleton remaining.

PAL

NTSC-U

US Rarity: 4

Dirty Harry: The War Against Drugs

1.4

Developer	Gray Matter
Publisher	Mindscape
Release date	(us) December 1990
Genre	Action
Players	1 Player(s)

- Dirty Harry is a 1990 video game based on the Dirty Harry film franchise starring Clint Eastwood. Although it is non-canon to the film series and novels, it however incorporates several references to the film series.
- The music in Dirty Harry was composed by Steven Samler and Elliot Delman.

NTSC-U

US Rarity: 5

6.4

SCN

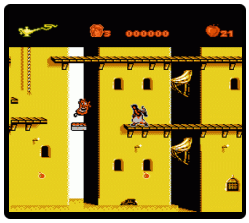
PAL

SCN Rarity: 5

Disney's Aladdin

Developer NMS Software
Publisher Virgin
Release date (eur) February 23, 1995
Genre Platformer
Players 1 Player(s)

- Disney's Aladdin is a series of platformer video games based on the 1992 motion picture of the same name.
- Disney's Aladdin for the Mega Drive was developed by Virgin Interactive's studio of Virgin Games USA and published by Sega in 1993. A port of the game was produced for the NES, which was later adapted into a Game Boy version.



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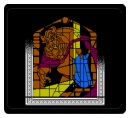


PAL

NOE Rarity: 6

Disney's Beauty and the Beast

Developer Probe Software
Publisher Hudson Soft
Release date (eur) 1994
Genre Platformer
Players 1 Player(s)

- Beauty and the Beast is an action platformer developed by Probe Software and published by Hudson Soft for the NES. It was released in Europe in 1994.
- The entire game is played through the perspective of the Beast. Gaston, logically, is the final boss of the game because he wants to kill the Beast and marry Belle

7.7

SCN

PAL

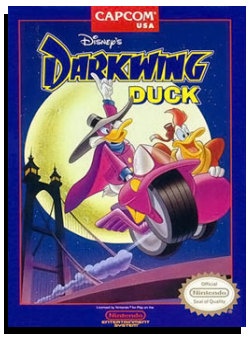
NTSC-U

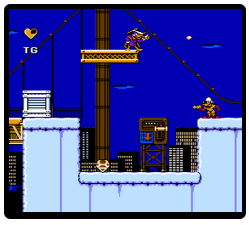
SCN Rarity: 5
US Rarity: 5

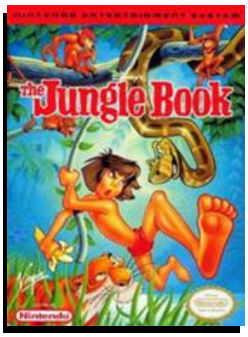
Disney's Darkwing Duck

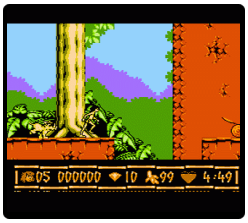
Developer Capcom
Publisher Capcom
Release date (us) June 1992
(eur) December 9, 1993
Genre Platformer
Players 1 Player(s)

- Darkwing Duck is a platformer video game based on the Disney television series Darkwing Duck.
- The game has been considered an example of the quality Disney games produced by Capcom. It has been noted that the game was intended for children, but became popular with older teens.









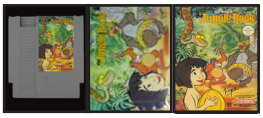
Disney's The Jungle Book

Developer	Virgin/Eurocom
Publisher	Virgin
Release date	(us) August 1994 (eur) August 25, 1994
Genre	Platformer
Players	1 Player(s)

- Walt Disney's The Jungle Book is a series of video games based on the 1967 Disney animated film The Jungle Book, primarily released in 1994. It was first released by Virgin Interactive in 1993 for the Sega Master System. Conversions for the NES (for which it was one of the last titles released by a third-party developer) followed in 1994.

5.1

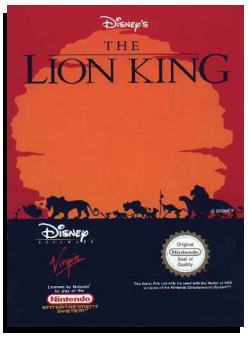
SCN



PAL

NTSC-U

SCN Rarity: 7
US Rarity: 6



Disney's The Lion King

Developer	Virgin
Publisher	Virgin
Release date	(eur) May 25, 1995
Genre	Platformer
Players	1 Player(s)

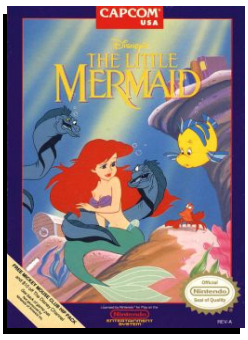
- The Lion King is a video game based on Disney's popular animated film.
- The NES and Master System versions of the game were never released in North America because this is the final game for the former system released in Europe.
- The game follows Simba's journey from a young carefree cub to the battle with his uncle Scar as an adult.

5.3

SCN

PAL

SCN Rarity: 7

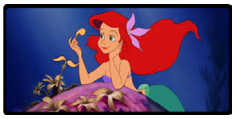


Disney's The Little Mermaid

Developer	Capcom
Publisher	Capcom
Release date	(us) July 1991
Genre	Platformer
Players	1 Player(s)

- The Little Mermaid is a single player side-scrolling action game where the player controls Ariel.
- The gameplay is similar to other Capcom games such as Chip 'n Dale Rescue Rangers and DuckTales in that Ariel shoots air bubbles from her tail that when they hit certain enemies, can be picked up and thrown at other enemies.

7.0



NTSC-U

US Rarity: 3

5.4

SCN

PAL

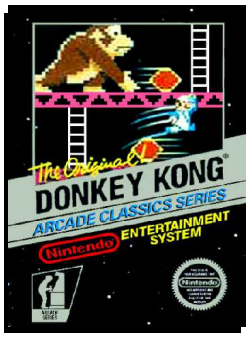
NTSC-U

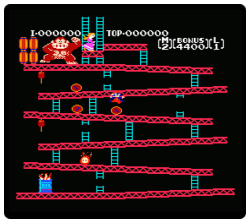
US Rarity: 4

Donkey Kong

Developer Nintendo/Intelligent Systems
Publisher Nintendo
Release date (us) June 1986
(eur) October 15, 1986
Genre Arcade
Players 1-2 Player(s) alternating

- Donkey Kong (Donkī Kongu) is an arcade game released by Nintendo in 1981. The game was the latest in a series of efforts by Nintendo to break into the North American market.
- Hiroshi Yamauchi, Nintendo's president at the time, assigned the project to a first-time game designer named Shigeru Miyamoto.





5.4

SCN

PAL

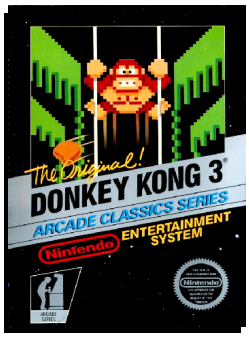
NTSC-U

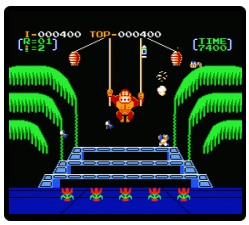
US Rarity: 3

Donkey Kong 3

Developer Nintendo
Publisher Nintendo
Release date (us) June 1986
(eur) September 1987
Genre Arcade
Players 1-2 Player(s) alternating

- Donkey Kong 3 is the third video game in the original Donkey Kong series by Nintendo.
- It was released near simultaneously for the Famicom and arcade.
- Although it is a sequel, this title is a radical departure in gameplay from previous titles.





7.6

SCN

PAL

NTSC-U

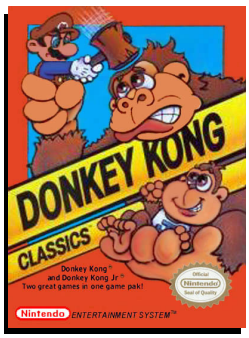
US Rarity: 3

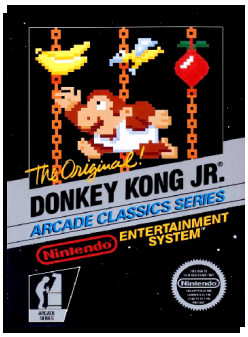
Donkey Kong Classics

Developer Nintendo EAD
Publisher Nintendo
Release date (us) October 1988
(eur) August 10, 1989
Genre Arcade
Players 1-2 Player(s) alternating

- Donkey Kong Classics is a video game collection of the Donkey Kong series, consisting of the games Donkey Kong and Donkey Kong Jr..
- Nothing has changed in gameplay and modes. The only difference is the title screen.

"http://www.mariowiki.com"





Donkey Kong Jr.

Developer	Nintendo
Publisher	Nintendo
Release date	(us) June 1986 (eur) June 15, 1987
Genre	Arcade
Players	1-2 Player(s) alternating

- Donkey Kong Jr. appeared first in arcades, and was later released for a variety of platforms, most notably the NES.
- Its eponymous star, Donkey Kong Jr., also called simply Junior or abbreviated as DK Jr., is trying to rescue his father Donkey Kong, who has been imprisoned by Mario, in his only appearance as an antagonist in a video game.

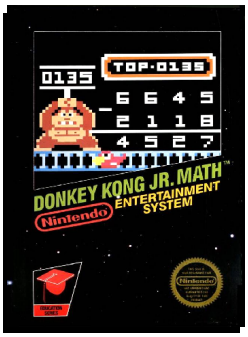
5.6

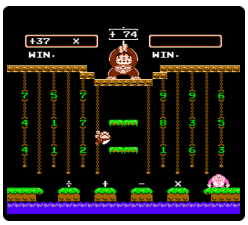
SCN

PAL

NTSC-U

US Rarity: 5



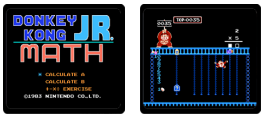


Donkey Kong Jr. Math

Developer	Nintendo R&D2
Publisher	Nintendo
Release date	(us) October 1985 (eur) 1986
Genre	Edutainment
Players	1-2 Player(s) simultaneous

- Donkey Kong Jr. Math is a Nintendo edutainment video game where players must solve math problems in order to win.
- Since its release, Donkey Kong Jr. Math has received very negative reception; Nintendo spokesman Tom Sarris commented that it was not well received, resulting in Nintendo ceasing development of educational games for the time.

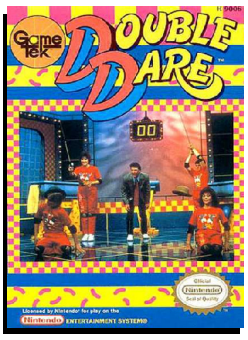
2.6



PAL

NTSC-U

US Rarity: 5



Double Dare

Developer	Rare
Publisher	GameTek
Release date	(us) April 1990
Genre	Game Show
Players	1-2 Player(s) simultaneous

- Double Dare was originally released by for DOS computers in 1988. It was ported to the NES by Rare.
- Double Dare can be played by one or two players; single players compete against the computer.The game plays exactly like its television counterpart, with two rounds of 10-question trivia rounds and a third round featuring an obstacle course.

3.9

NTSC-U

US Rarity: 5

6.8

SCN

PAL

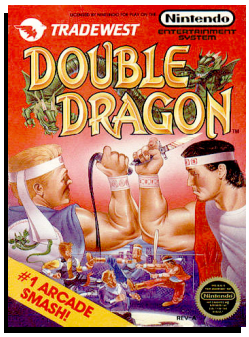
NTSC-U

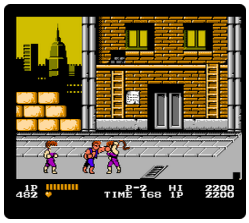
US Rarity: 2

Double Dragon

Developer Million/Technōs Japan
Publisher Tradewest
Release date (us) June 1988
(eur) November 24, 1994
Genre Beat-em-up
Players 1-2 Player(s) alternating

- The game is a spiritual and technological successor to Technos' earlier beat 'em up, Renegade.
- Double Dragon was only the second game that Technōs developed for the NES, and the two-player mode was reputedly omitted because of the programmers' inexperience with the hardware.





8.4

PAL

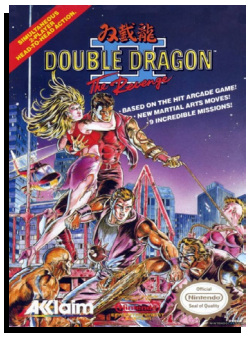
NTSC-U

US Rarity: 2

Double Dragon II: The Revenge

Developer Technōs Japan
Publisher Acclaim
Release date (us) January 1990
Genre Beat-em-up
Players 1-2 Player(s) simultaneous

- The NES version of Double Dragon II has many differences from the original arcade game. Unlike the first NES game, the game now features a co-op mode. There are two different co-op modes: in mode A, the player's attacks will not hurt each other; in mode B, they will. There are also three difficulty settings, which also determines the length of the game in the English version. The final mission is only available on the hardest difficulty setting.



4.5

SCN

PAL

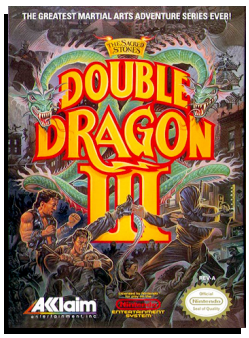
NTSC-U

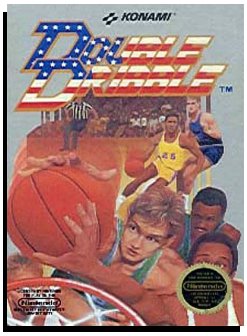
SCN Rarity: 6
US Rarity: 4

Double Dragon III: The Sacred Stones

Developer Technōs Japan
Publisher Acclaim
Release date (us) February 1991
(eur) November 24, 1994
Genre Beat 'em up
Players 1-2 Player(s) simultaneous

- The game was loosely based on the arcade game. But unlike the arcade version, the NES game was developed in-house by Technōs Japan rather than East Technology.
- The NES version of Double Dragon III is notable for its typo of Billy's name as "Bimmy" in the opening intro of the 2 Players Mode.





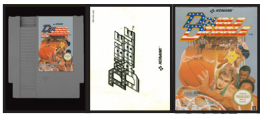
Double Dribble

Developer	Konami
Publisher	Konami
Release date	(us) September 1987 (eur) 1988
Genre	Sports
Players	1-2 Player(s) simultaneous

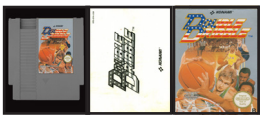
- Double Dribble, was the second basketball arcade game developed and released by Konami. While successful in the arcades, the game became and remained popular and remembered when it was ported to the NES in 1987.
- The NES version features 5-on-5 action on a horizontally scrolling court.

5.8

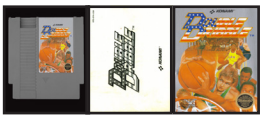
SCN



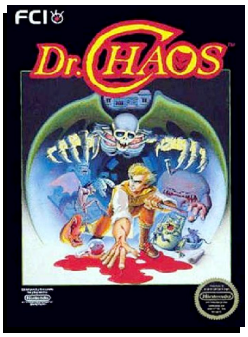
PAL

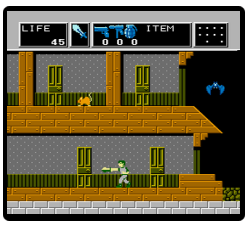


NTSC-U



US Rarity: 1





Dr. Chaos

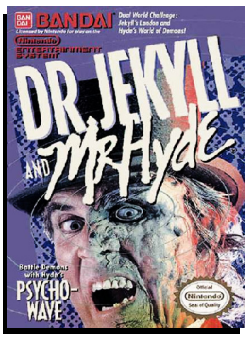
Developer	Marionette
Publisher	FCI
Release date	(us) November 1988
Genre	Adventure
Players	1 Player(s)

- Dr. Chaos, officially known as Dr. Chaos: Hell's Gate in Japan, is an action-adventure game originally released in Japan for the Famicom in 1987 by Pony Inc.
- The player assumes the role of Michael Chaos, brother of mad physicist Dr. Ginn Chaos, who has been doing Warp Zone experiments in his mansion and gone missing.

3.9

NTSC-U

US Rarity: 3



Dr. Jekyll and Mr. Hyde

Developer	Advance Communication Company/Toho
Publisher	Bandai
Release date	(us) April 1989
Genre	Action
Players	1 Player(s)

- Dr. Jekyll and Mr. Hyde is loosely based on the novel Strange Case of Dr Jekyll and Mr Hyde.
- Gameplay alternates between the characters of Dr. Jekyll and Mr. Hyde based on the player's ability to either avoid or cause damage. It has gained a cult notoriety due to its reputation.

2.8

NTSC-U

US Rarity: 3

8.3

SCN

PAL

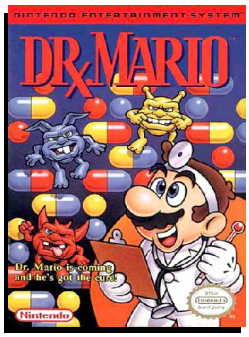
NTSC-U

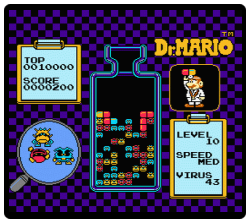
SCN Rarity: 3
US Rarity: 1

Dr. Mario

Developer Nintendo R&D1
Publisher Nintendo
Release date (us) October 1990
(eur) June 27, 1991
Genre Puzzle
Players 1-2 Player(s) simultaneous

- Dr. Mario is a 1990 Mario arcade-style action puzzle video game designed by Gunpei Yokoi and produced by Takahiro Harada.
- The game's soundtrack was composed by Hirokazu Tanaka.
- Dr. Mario received positive reception, appearing on several "Best Nintendo Games of All Time" lists.





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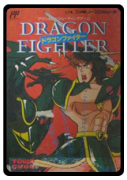


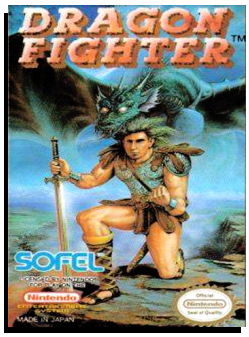
NTSC-U

US Rarity: 6

Dragon Fighter

Developer Natsume
Publisher SOFEL
Release date (us) January 1992
Genre Platformer
Players 1 Player(s)

- The player takes control of a magical human fighter who has the ability to transform himself into a flying dragon. As the fighter, the player can run, crouch, jump, and attack with his sword as he would in most side-scrolling action games. As a dragon, the player will hover in the air while the screen scrolls automatically to the right, similarly to a side-scrolling shoot-'em-up game.



4.7

PAL

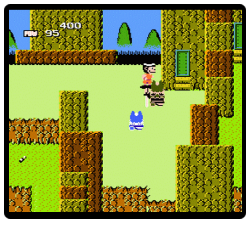
NTSC-U

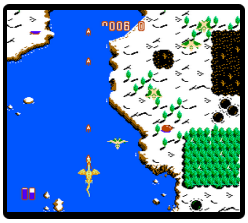
US Rarity: 4

Dragon Power

Developer Tose
Publisher Bandai
Release date (us) March 1988
Genre Action
Players 1 Player(s)

- Known in France as Dragon Ball: Le Secret du Dragon and in Spain only as Dragon Ball. In the USA the game is known as Dragon Power. Goku was changed to more closely resemble an Americanized Kung Fu stereotype.
- The original game stars Goku and very roughly follows the first two volumes of the Dragon Ball manga.





Dragon Spirit: The New Legend

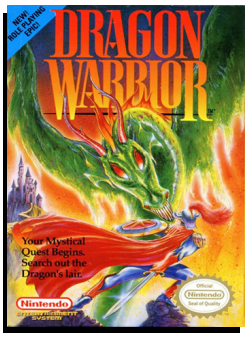
7.7

Developer Namco
Publisher Bandai
Release date (us) June 1990
Genre Shooter
Players 1 Player(s)

- This game presents itself as a sequel to Dragon Spirit. However, it functions more as an enhanced home port.
- This game is a vertical shooter that plays similar to 1942, 1943, and Tiger Heli.
- Video game critics have given this game mixed reviews from very positive to very negative.

NTSC-U

US Rarity: 3



Dragon Warrior

7.7

Developer Chunsoft
Publisher Nintendo
Release date (us) August 1989
Genre Role Playing
Players 1 Player(s)

- Dragon Warrior, known as Dragon Quest in Japan, is the first RPG in the Dragon Quest media franchise.
- It was developed by Chunsoft for the Famicom and published by Enix in Japan in 1986.
- Dragon Quest was commercially successful in Japan; its release as Dragon Warrior in North America was less favorably received.

NTSC-U

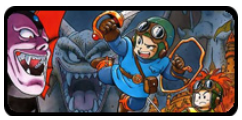
US Rarity: 1

Dragon Warrior II

7.5

Developer Chunsoft/Enix
Publisher Enix
Release date (us) September 1990
Genre Role Playing
Players 1 Player(s)

- Enix themselves created the American version of Dragon Quest II, publishing the game there in 1990.
- Dragon Quest II is set 100 years after the events of the first game. Dragon Quest II greatly expands on the series formula from the first game by having a larger party, more areas to explore and a sailing ship.



NTSC-U

US Rarity: 3

8.7

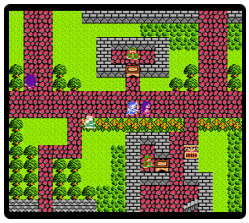
NTSC-U

US Rarity: 4

Dragon Warrior III

Developer Chunsoft
Publisher Enix
Release date (us) March 1992
Genre Role Playing
Players 1 Player(s)

- The first three Dragon Quest games are part of the same story, and Dragon Warrior III is the first game chronologically, as well as the third game that features the hero Loto.
- The story follows “the Hero” who is tasked with saving the world from the archfiend Baramos. Gathering a group of companions into a party, the Hero must travel the world and find their way to the Demon Lord Baramos’s lair.



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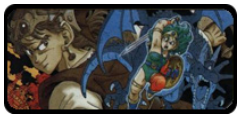


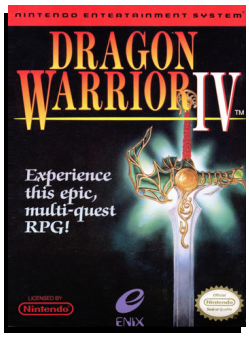
NTSC-U

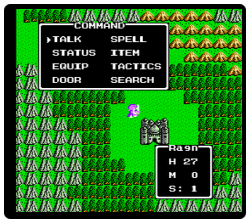
US Rarity: 5

Dragon Warrior IV

Developer Chunsoft
Publisher Enix
Release date (us) October 1992
Genre Role Playing
Players 1 Player(s)

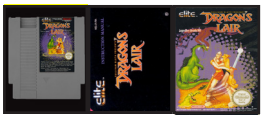
- Dragon Quest IV differs from the rest of the series by breaking up the game into five distinct chapters, each of which focuses on a different protagonist or protagonists. The first four are told from the perspective of the Hero’s future companions and the fifth one, from the hero’s perspective, brings all the characters together as they start their journey to save the world. Readers of Famitsu magazine voted the game the 14th best game of all time in a 2006 poll.





1.8

SCN



PAL

NTSC-U

SCN Rarity: 7
US Rarity: 4

Dragon’s Lair

Developer Elite/MotiveTime
Publisher Sony Imagesoft (us)/Elite (eur)
Release date (us) December 1990
(eur) January 3, 1992
Genre Platformer
Players 1 Player(s)

- Dragon’s Lair is based on the laserdisc game of the same name. Plotwise, the game is identical to the original.
- Due to the game’s sluggish pace and the fact that most enemies are able to instantly kill Dirk with one touch, the game is harshly criticized for its high difficulty level.

Dropzone

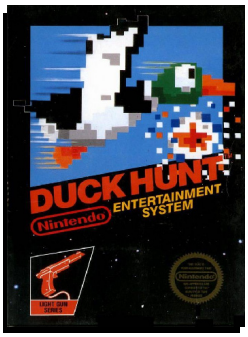
4.6

PAL

Developer	Arena Graphics
Publisher	Mindscape
Release date	(eur) 1992
Genre	Shooter
Players	1 Player(s)

- Dropzone is a bi-directional, horizontally scrolling shoot 'em up in the style of Defender.
- It was designed and written by Archer MacLean, his first commercial video game. In fact, "Arena Graphics" is just a shell name for MacLean himself. It was released for the Atari 400/800 and Commodore 64, then later ported to the NES, Game Boy, Game Gear and Game Boy Color.

NOE Rarity: 6



Duck Hunt

6.1

SCN

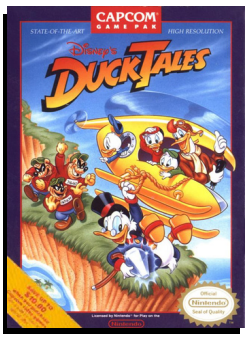
PAL

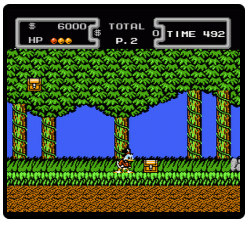
NTSC-U

Developer	Nintendo R&D1/Intelligent Systems
Publisher	Nintendo
Release date	(us) October 18, 1985 (eur) August 15, 1987
Genre	Light Gun
Players	1 Player(s)

- Duck Hunt was released in North America as a launch game for the NES.
- In Duck Hunt, players use the NES Zapper to shoot ducks that appear on the television screen.
- Duck Hunt is based on a 1976 electronic toy version titled Beam Gun: Duck Hunt, part of the Beam Gun series.

US Rarity: 1





DuckTales

7.7

SCN

PAL

NTSC-U

Developer	Capcom
Publisher	Capcom
Release date	(us) September 1989 (eur) December 14, 1990
Genre	Platformer
Players	1 Player(s)

- DuckTales, "Naughty Ducks Dream Adventures" in Japan, is an action platformer video game developed by Capcom and based on the Disney animated TV series of the same name.
- Produced by key personnel from the Mega Man series, DuckTales would go on to sell over a million copies worldwide, becoming Capcom's best-selling title for the NES.

SCN Rarity: 3
US Rarity: 6

DuckTales 2

6.9

SCN

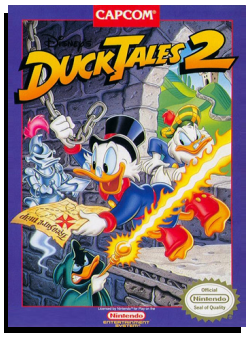
PAL

NTSC-U

SCN Rarity: 8
US Rarity: 6

Developer	Capcom
Publisher	Capcom
Release date	(us) June 1993 (eur) November 18, 1993
Genre	Platformer
Players	1 Player(s)

- DuckTales 2's limited production run and relatively late release in June 1993, or near the end of the NES's life cycle, led to lower sales than its predecessor, and has become a rarity amongst collectors.
- The game was generally well-received, with Nintendo Power praising the title's "great play control and graphics".



Dungeon Magic: Sword of the Elements

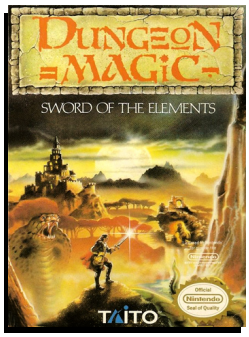
3.0

NTSC-U

US Rarity: 3

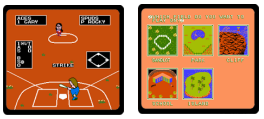
Developer	Natsume
Publisher	Taito
Release date	(us) July 1990
Genre	Role Playing
Players	1 Player(s)

- Dungeon Magic: Sword of the Elements is a first-person RPG (similar in vein to Bard's Tale).
- One of the interesting aspects of the game was a magic system where a caster could combine runes from various elements to form new magic spells. Each element had three unique runes, which allowed for 125 different spells. Unfortunately, many of those "different spells" are actually just fireball spells.



Dusty Diamond's All-Star Softball

8.2

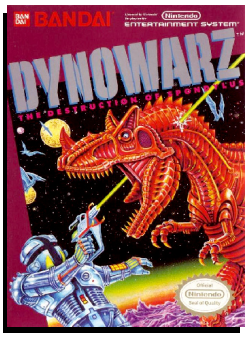


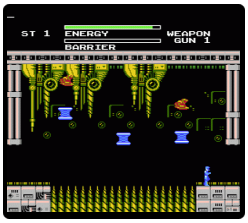
NTSC-U

US Rarity: 5

Developer	Tose
Publisher	Brøderbund
Release date	(us) July 1990
Genre	Sports
Players	1-2 Player(s) simultaneous

- Dusty Diamond's All-Star Softball (released in Japan as Softball Tengoku) is a one- or two-player NES video game where players can select various fictional softball players and customize their own team to take to the championship.
- In the original Japanese version, however, monsters like Draculas, mummies, ghosts and other fantasy creatures could be selected.





Dynowarz: Destruction of Spondylus

5.3

Developer	Bandai
Publisher	Bandai
Release date	(us) April 1989
Genre	Action
Players	1 Player(s)

"Cyborasaurus must be unleashed!
The DYNOWARZ must begin!"

- There are two modes of gameplay. The player controls either Professor Proteus in his battlesuit, or Cyborasaurus, a truly devastating Robosaur. Capsules that Robosaurs drop can help to keep these two entities alive.

NTSC-U

US Rarity: 4

5.2

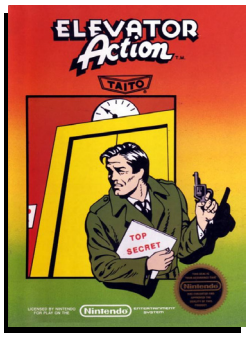
NTSC-U

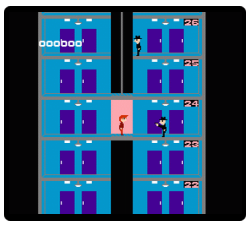
US Rarity: 3

Elevator Action

Developer Micronics/Taito
Publisher Taito
Release date (us) August 1987
Genre Arcade
Players 1-2 Player(s) alternating

- Elevator Action was originally a 1983 arcade game by Taito. It debuted during the “Golden Age of Arcade Games”. Innovative in gameplay, the game was very popular for many years.
- In the game, the player assumes the role of a spy who infiltrates a building filled with elevators. He must collect secret documents from the building.





5.4

SCN

PAL

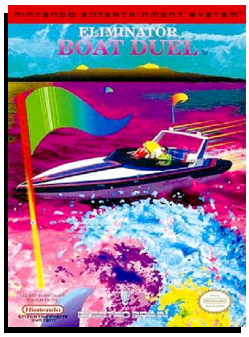
NTSC-U

SCN Rarity: 5
US Rarity: 4

Eliminator Boat Duel

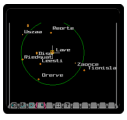
Developer Sculptured Software/Radioactive Software
Publisher Electro Brain
Release date (us) November 1991
(eur) April 29, 1993
Genre Racing
Players 1-2 Player(s) alternating

- Drivers earn thousands of dollars by competing in hydroplane races, setting track records, rescuing stranded people, and collecting cash bonuses. For most of a race, players control their hydroplanes from a bird’s-eye view, and the screen scrolls in multiple directions; but in one segment of the race, the graphical perspective changes to a third-person tracking mode.



7.4

PAL

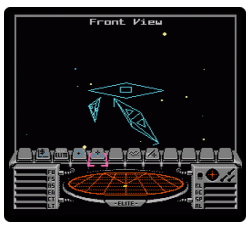


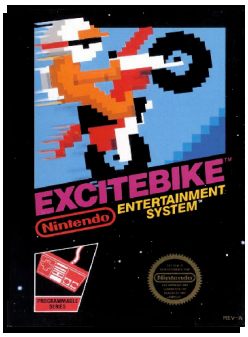
NOE Rarity: 8

Elite

Developer David Braben and Ian Bell
Publisher Imagineer
Release date (eur) 1991
Genre Strategy
Players 1 Player(s)

- Elite is a seminal space trading video game, originally published by Acornsoft in 1984 for the BBC Micro and Acorn Electron computers.
- The only console version was released in 1991 for the NES. Some of the versions had slightly altered gameplay or other characteristics.





Excitebike

Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) October 18, 1985 (eur) September 1, 1986
Genre	Racing
Players	1 Player(s)

- Excitebike is a motocross racing video game franchise made by Nintendo. It debuted as a game for the Famicom in Japan in 1984 and as a launch title for the NES in 1985.
- GamesRadar ranked it the 15th best NES game ever made. The staff felt it was underestimated and people and praised the challenge.

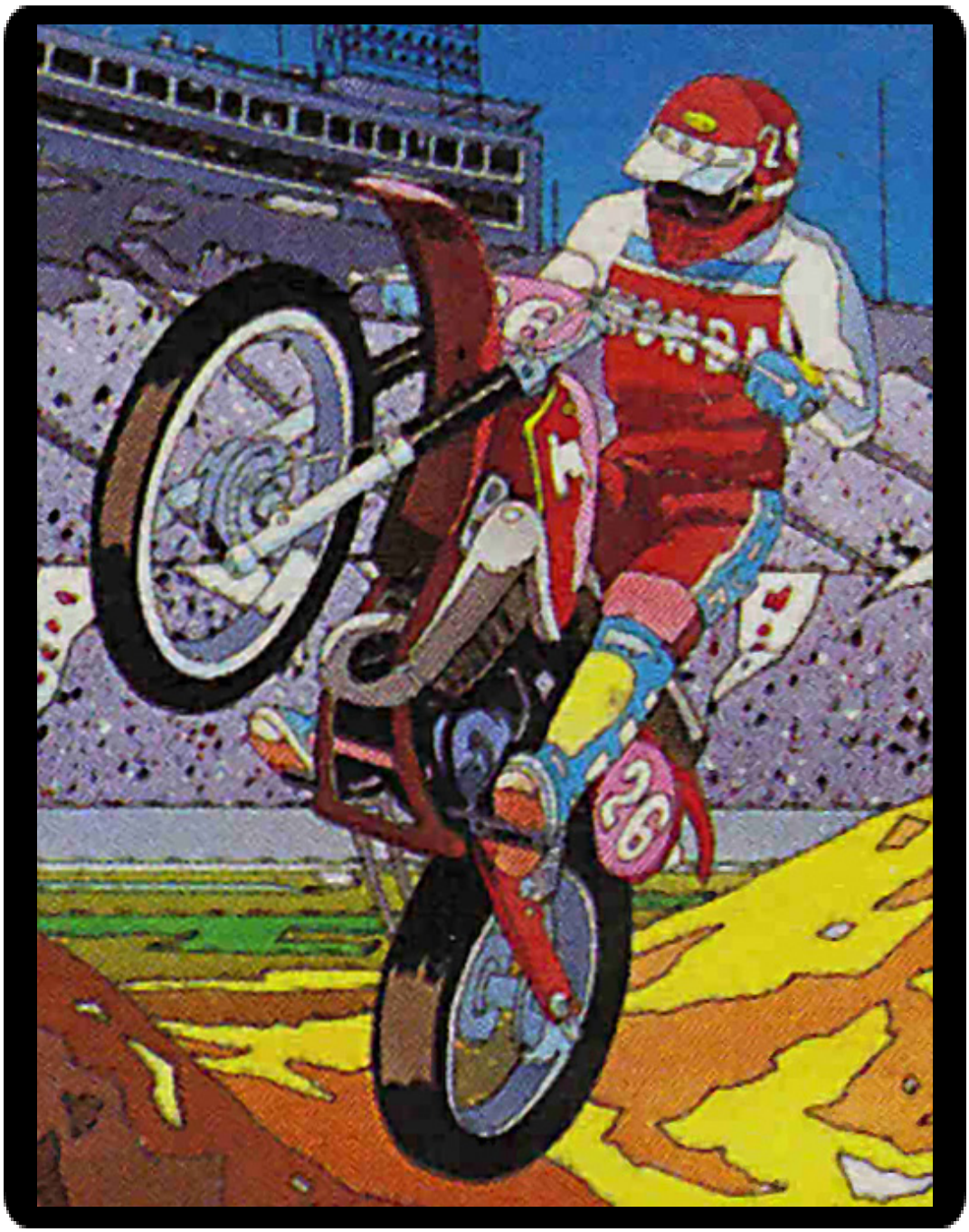
7.2

SCN

PAL

NTSC-U

US Rarity: 2



0.8

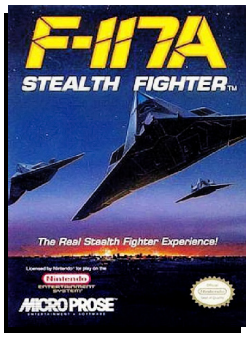
NTSC-U

US Rarity: 5

F-117A Stealth Fighter

Developer MicroProse
Publisher MicroProse
Release date (us) December 1992
Genre Simulation
Players 1 Player(s)

- F-117A Stealth Fighter is a shooter/flight simulator for the NES where the player would shoot down enemy planes.
- The levels of this game include Libya, Israel (where players would shoot down Arab forces trying to eliminate Israel), Korea, Russia (during the latter years of the Soviet Union), and other countries that were considered to be potential military flashpoints during the late 80s and early 90s.



2.3

SCN

PAL

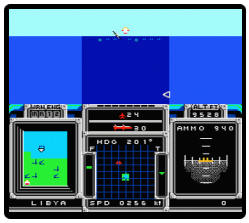
NTSC-U

SCN Rarity: 5
US Rarity: 4

F-15 Strike Eagle

Developer MicroProse
Publisher MicroProse
Release date (us) February 1992
(eur) February 18, 1993
Genre Simulation
Players 1-2 Player(s) alternating

- F-15 Strike Eagle was first released in 1985 for the Amstrad. It is the first in the F-15 Strike Eagle series comprising also the sequels F-15 Strike Eagle II and F-15 Strike Eagle III.
- The player flies plane in combat to bomb various targets including a “primary” and “secondary” target while also engaging in air-to-air combat with enemy fighters.



4.3

NTSC-U

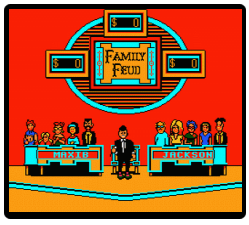
US Rarity: 5

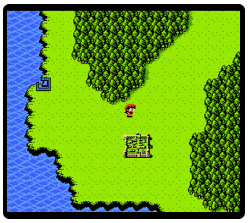
Family Feud

Developer Beam Software
Publisher GameTek
Release date (us) May 1991
Genre Game Show
Players 1-2 Player(s) simultaneous

- Family Feud is a game based on the long running game show of the same name.
- This game is only available in the United States due to legal barriers preventing its release in Canada, Mexico and Latin America.

“nintendo.wikia.com”



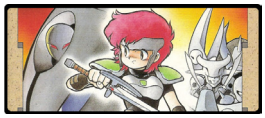


Faria: A World of Mystery and Danger

4.7

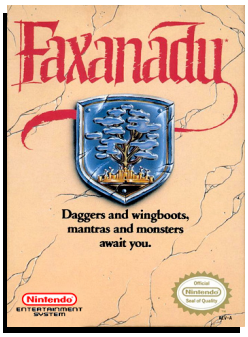
Developer	Game Arts
Publisher	Nexoft
Release date	(us) June 1991
Genre	Role Playing
Players	1 Player(s)

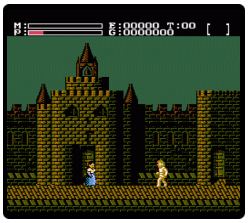
- Faria: A World of Mystery and Danger has many of the same action-RPG elements from RPGs like Nintendo's The Legend of Zelda series, and Crystalis by SNK, while also featuring some turn-based elements akin to the features of The Magic of Scheherazade by Culture Brain using experience points while mostly engaging real-time combat.



NTSC-U

US Rarity: 6





Faxanadu

7.6

Developer	Falcom/Hudson Soft
Publisher	Nintendo
Release date	(us) August 1989 (eur) December 28, 1990
Genre	Adventure
Players	1 Player(s)

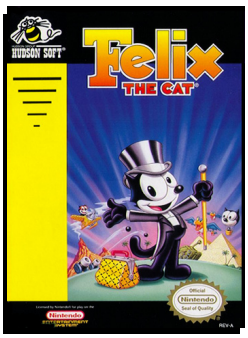
- Faxanadu can be considered a side-story of Xanadu, which is the second installment of Falcom's long-running RPG series, Dragon Slayer.
- The title Faxanadu is a portmanteau formed from the names Famicom and Xanadu.

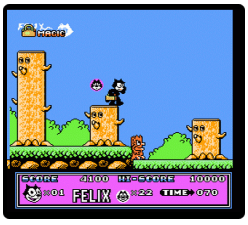
SCN

PAL

NTSC-U

US Rarity: 3





Felix the Cat

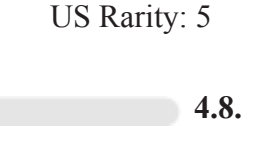
7.4

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(us) October 1992
Genre	Platformer
Players	1 Player(s)

- Felix the Cat is a video game based on the cartoon character Felix the Cat.
- The game involves the player controlling Felix the Cat as he sets out to defeat the evil mad Professor who has kidnapped Felix's lovely girlfriend, Kitty. The game has enemies with simple behaviors, but a large number of them.

PAL

NTSC-U



US Rarity: 5

Ferrari Grand Prix Challenge

5.4

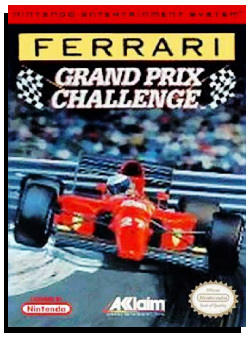
PAL

NTSC-U

US Rarity: 3

Developer	System 3
Publisher	Acclaim
Release date	(us) June 1992 (eur) June 1992
Genre	Racing
Players	1 Player(s)

- F1 Hero MD is a Formula One video game endorsed by Satoru Nakajima that was released in 1992 for the Sega Mega Drive. The title Ferrari Grand Prix Challenge was also ported for the Game Boy and NES. The NES version of the game is a simplified version that allows players to practice up to six laps or qualify for every Formula One race of the season using metric units.



Fester's Quest

3.5

SCN

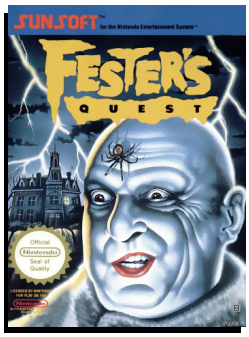
PAL

NTSC-U

US Rarity: 2

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) September 1989 (eur) September 14, 1990
Genre	Adventure
Players	1 Player(s)

- Fester's Quest is based on the 1960s television series The Addams Family.
- The game uses Blaster Master's overhead shooter engine.
- This game received mixed reviews, receiving a 56% from Computer and Video Games magazine issue 108. GamesRadar ranked it as the 46th worst game ever made.



Final Fantasy

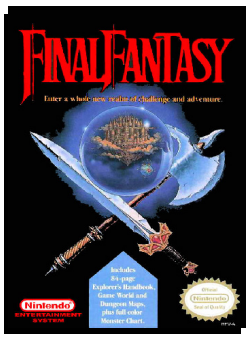
7.9

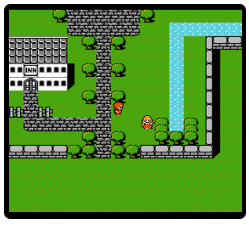
NTSC-U

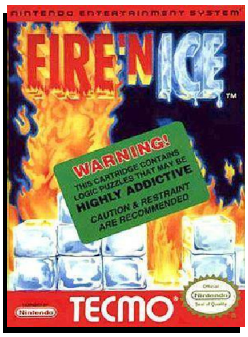
US Rarity: 3

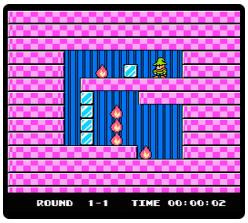
Developer	Square
Publisher	Nintendo
Release date	(us) May 1990
Genre	Role Playing
Players	1 Player(s)

- Final Fantasy is created by Hironobu Sakaguchi, developed and first published in Japan by Square in 1987.
- The story follows four youths called the Light Warriors, who each carry one of their world's four elemental orbs which have been darkened by the four Elemental Fiends. Together, they quest to defeat these evil forces, restore light to the orbs, and save their world.









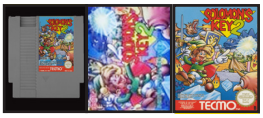
Fire 'n Ice

Developer Tecmo
Publisher Tecmo
Release date (us) March 1993
(eur) March 18, 1993
Genre Puzzle
Players 1 Player(s)

- Fire 'n Ice is a puzzle game released in limited numbers. It is the prequel to Solomon's Key, and is known as Solomon's Key 2 in Europe.
- The aim of the game involves players extinguishing all fires in a level in order to proceed. They do this by creating and melting ice or kicking ice onto the fires.

8.3

SCN



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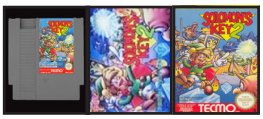
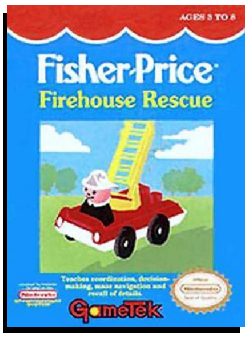
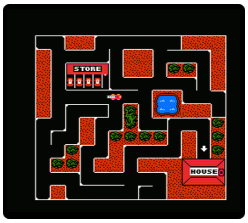


NTSC-U

SCN Rarity: 8
US Rarity: 6





Fisher-Price: Firehouse Rescue

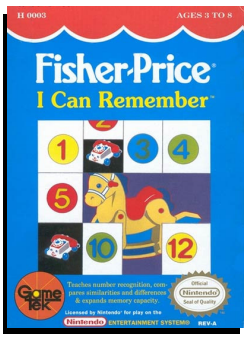
Developer Imagineering
Publisher GameTek
Release date (us) March 1992
Genre Educational
Players 1 Player(s)

- Fisher-Price is a sidescroller developed by GameTek (Imagineering Inc. on the NES) and published by GameTek on the NES and DOS platforms.
- The computer versions of these games have become extremely scarce, and are now commonly sought after by gamers who grew up playing them.

1.4

NTSC-U

US Rarity: 6



Fisher-Price: I Can Remember

Developer Beam Software
Publisher GameTek
Release date (us) March 1990
Genre Educational
Players 1-2 Player(s) simultaneous

- Fisher-Price: I Can Remember is a puzzle-memory game in which you flip one card and try to find the matching card in the laid out deck of cards. The player with the most matching pairs found wins the game. You can play by yourself for pleasure, with another friend for double your "fun", or against a challenging yet predictable computer opponent.

"nesguide.com"

4.8

NTSC-U

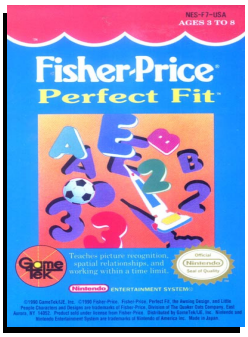
US Rarity: 5

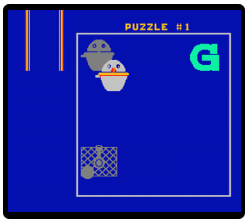
0.6

NTSC-U

US Rarity: 5

Fisher-Price: Perfect Fit





Developer	Beam Software
Publisher	GameTek
Release date	(us) March 1990
Genre	Educational
Players	1-2 Player(s) alternating

- "While Fisher-Price: Perfect Fit is designed to help... More children ages three to six develop object recognition and eye-hand coordination within a time limit, it is too boring and limited in scope to give a child incentive to play for extended periods of time. Matching shapes over and over again has limited appeal, even for a toddler. Some parents may find the overly abundant use of Fisher-Price products obnoxious."

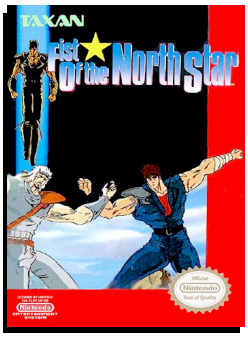
"Brett Alan Weiss, All Game Guide"

2.9

NTSC-U

US Rarity: 5

Fist of the North Star



Developer	Shouei System
Publisher	Taxan
Release date	(us) April 1989
Genre	Action
Players	1 Player(s)

- The game is based on the manga series Fist of the North Star and is the second of four games based on the franchise that were released for the Famicom in Japan and the only one with an overseas version.
- The game's plot is adapted from the second anime series, Hokuto no Ken 2, and covers the Gento Kōken story arc.

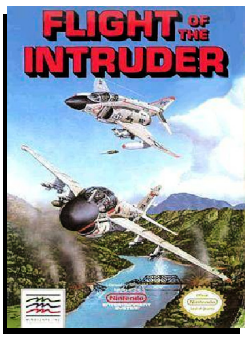
0.8

PAL

NTSC-U

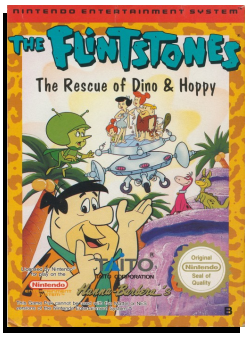
US Rarity: 4

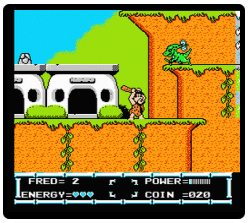
Flight of the Intruder



Developer	Imagineering
Publisher	Mindscape
Release date	(us) May 1991
Genre	Simulation
Players	1 Player(s)

- Flight of the Intruder is a 1990 flight simulator developed by Rowan Software and published by Spectrum HoloByte for the PC DOS, Amiga and Atari ST. It was ported to the NES in 1991 with Imagineering as the developer and Mindscape as the publisher. The game was based on the novel of the same name, and each copy came with a paperback version of the novel.





The Flintstones: The Rescue of Dino & Hoppy

Developer	SOL/Taito
Publisher	Taito (NA/EU)/Mattel (AU)
Release date	(us) December 1991 (eur) April 30, 1992
Genre	Platformer
Players	1 Player(s)

- The Flintstones: The Rescue of Dino & Hoppy is based on The Flintstones TV series.
- The Flintstones is quite an easy game, and no real challenge to platform fiends.

7.0

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 3

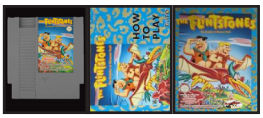
The Flintstones: Surprise at Dinosaur Peak

Developer	SOL/Taito
Publisher	Taito
Release date	(us) August 1994 (eur) February 24, 1994
Genre	Platformer
Players	1 Player(s)

- The game was never released in Japan unlike its predecessor. It was released only to Blockbuster Video. It is known to be the second rarest commercially released licensed title for the NES (behind Stadium Events) due to being a Blockbuster-rental only game and copies on eBay rarely go below $500.

7.8

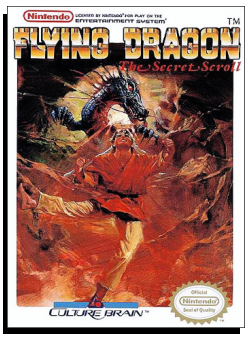
SCN

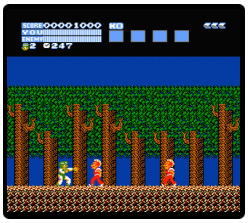


PAL

NTSC-U

SCN Rarity: 9
US Rarity: 8





Flying Dragon: The Secret Scroll

Developer	Culture Brain
Publisher	Culture Brain
Release date	(us) August 1989
Genre	Action
Players	1 Player(s)

- It is the second title in the Hiryū no Ken series.
- There are two different types of gameplay. Journey levels are side-scrolling levels. The tournament levels are where the player gets to fight one-on-one against enemies in the same way as the first game in the series released in 1985, Shanghai Kid.

5.2

NTSC-U

US Rarity: 3

4.9

NTSC-U

US Rarity: 4

Flying Warriors

Developer Culture Brain
Publisher Culture Brain
Release date (us) February 1991
Genre Action
Players 1 Player(s)

• Flying Warriors is a mixture of two Famicom video games in the Hiryū no Ken franchise: Hiryu no Ken II: Dragon no Tsubasa and Hiryu no Ken III: 5 Nin no Ryuu Senshi. It implements ideas and elements from both games, thus making it hard to tell which of the two is officially its Japanese version.

7.6

NTSC-U

US Rarity: 5

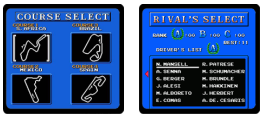
Formula One: Built to Win

Developer Winky Soft
Publisher SETA
Release date (us) November 1990
Genre Racing
Players 1 Player(s)

• Formula One: Built to Win was one of the first racing games to feature a career mode, multiple vehicles and an opportunity for the player to increase the performance of their in-game car through car tuning, which were unique elements for a racer of the NES era and a genre only truly revisited during the fifth-generation of game consoles where games such as Gran Turismo became popular.

7.7

PAL



NOE Rarity: 8

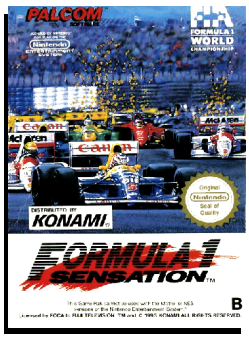
Formula One Sensation

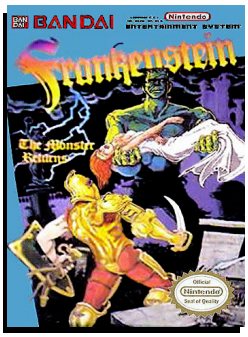
Developer Konami
Publisher Palcom
Release date (eur) 1993
Genre Racing
Players 1 Player(s)

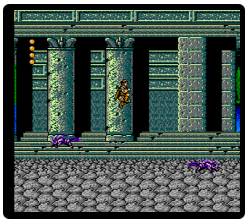
• F-1 Sensation is a racing video game that allows players to compete with up to eleven other Formula One greats.

• Real world sponsors are placed on the billboards.

• The game may be completed in 1 sitting, however there is the possibility to save the progress information on the battery-backed memory or alternatively use the password.







Frankenstein: The Monster Returns

4.2

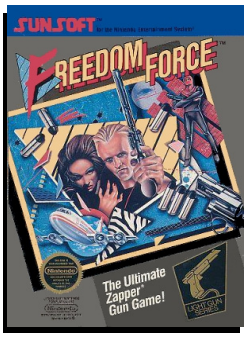
Developer	TOSE
Publisher	Bandai
Release date	(us) July 1991
Genre	Action
Players	1 Player(s)

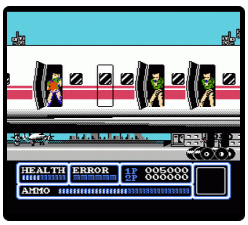
- Frankenstein: The Monster Returns is an action game expanding on the Mary Shelley novel, where the monster created by Dr. Frankenstein has come back to exact his revenge on the local villagers who hunted him down, and has kidnapped a village girl -- it's up to you to destroy the monster and save the girl.

"ign.com"

NTSC-U

US Rarity: 6





Freedom Force

7.6

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) April 1988
Genre	Light Gun
Players	1-2 Player(s) alternating

- In the game, the player takes the role of a sharpshooter in a counter-terrorist organization.
- Freedom Force was also one of the few NES games to require the NES Zapper light gun accessory.
- The game was released in arcades on the Nintendo Vs. System as Vs. Freedom Force.

NTSC-U

US Rarity: 3

Friday the 13th

4.5

Developer	Atlus
Publisher	LJN
Release date	(us) February 1989
Genre	Adventure
Players	1 Player(s)

- Its music and sound effects were designed by Hirohiko Takayama.
- It is an adaptation of the film franchise of the same name. It was developed as part of an "aggressive expansion" by LJN to focus on video games based on media licenses.
- It is considered by some as one of the worst games of all time.

NTSC-U

US Rarity: 3

3.4

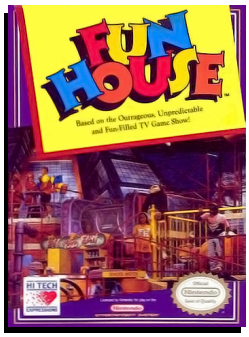
NTSC-U

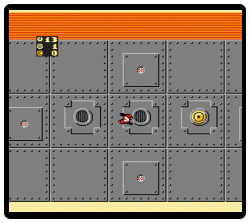
US Rarity: 5

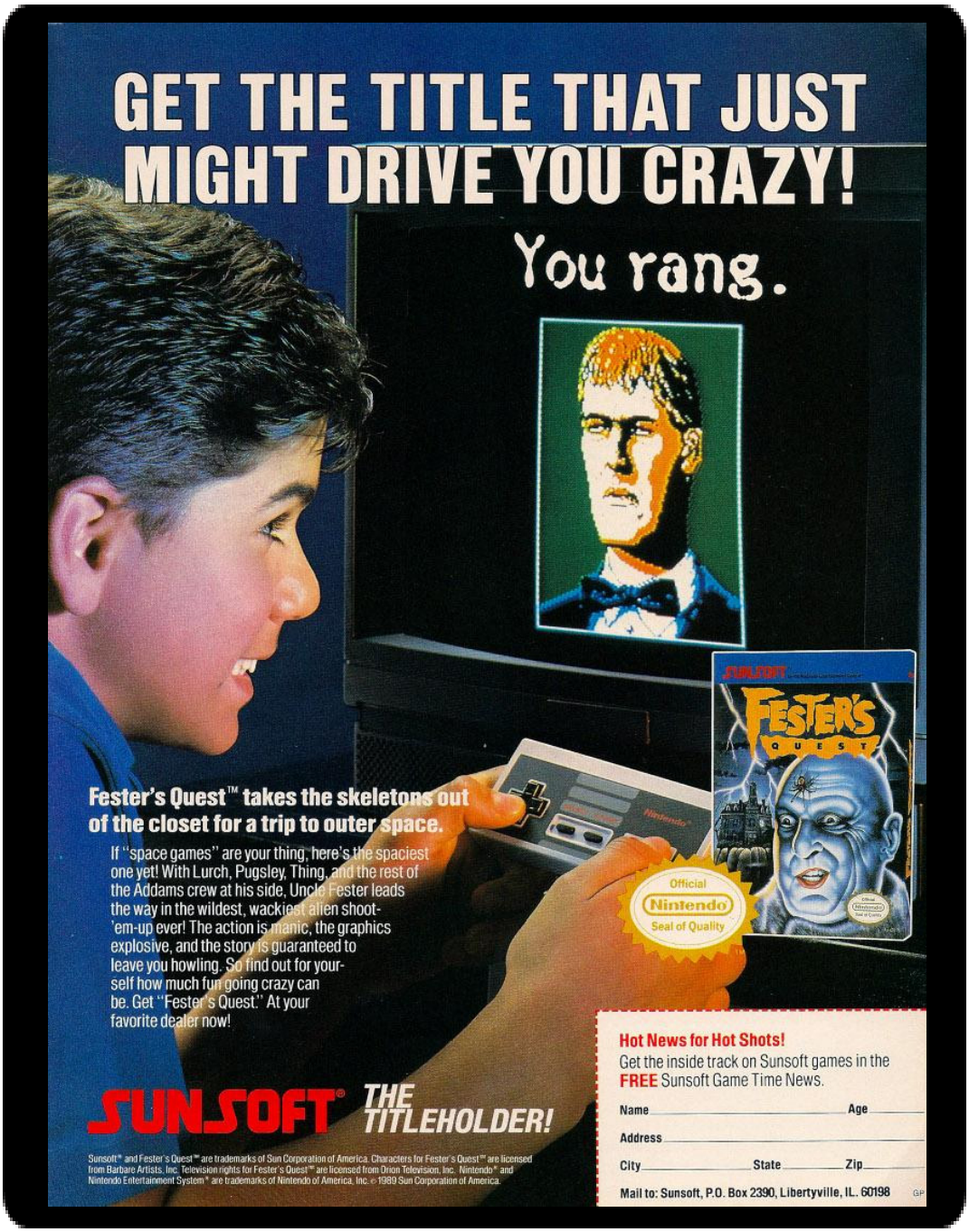
Fun House

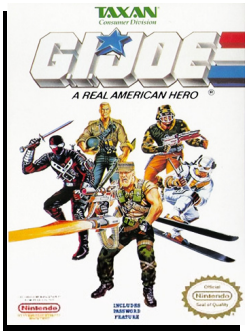
Developer	Realtime Associates
Publisher	Hi Tech Expressions
Release date	(us) January 1991
Genre	Arcade
Players	1 Player(s)

- Fun House is based on the U.S. version of the television show Fun House. It was marketed exclusively towards U.S. gamers.
- The systems that were intended to run this game were the NES and the PC's MS-DOS. The DOS version was more faithful to the television program than the NES version (which simply was an action/shooter game with little connection to the TV series).









G.I. Joe: A Real American Hero

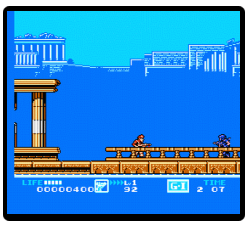
7.8

Developer	KID
Publisher	Taxan
Release date	(us) January 1991
Genre	Action
Players	1 Player(s)

- G.I. Joe: A Real American Hero is based on the toyline of the same name.
- The player takes control of a team of three G.I. Joe characters, each with their own specialty. The player's goal is to navigate through six stages (with several areas each) on a mission to finally bring down Cobra. During gameplay, the player can switch between characters after pausing the game.

NTSC-U

US Rarity: 6



G.I. Joe: The Atlantis Factor

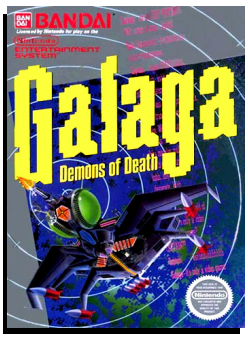
6.2

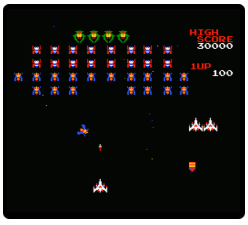
Developer	KID
Publisher	Capcom
Release date	(us) March 1992
Genre	Action
Players	1 Player(s)

- The game's format is similar to that of Capcom's Bionic Commando series, with an overhead map of the various stages.
- There are several playable characters in the game: General Hawk, Roadblock, Wet Suit, Snake-Eyes, Storm Shadow, and Duke. At the beginning of the game, the player can only use Hawk, and must unlock the other characters one by one by completing other stages.

NTSC-U

US Rarity: 6





Galaga: Demons of Death

7.6

Developer	Namco
Publisher	Bandai
Release date	(us) September 1988
Genre	Arcade
Players	1-2 Player(s) alternating

- Galaga is a fixed shooter arcade game developed and published by Namco in Japan and published by Midway in North America in 1981.
- It is the sequel to Galaxian, released in 1979.
- Galaga: Demons of Death is the first Galaga game designed for a console only.

PAL

NTSC-U

US Rarity: 3

8.2

PAL

NTSC-U

US Rarity: 6

Galaxy 5000

Developer Activision
Publisher Activision
Release date (us) February 1991
(eur) February 1991
Genre Racing
Players 1-2 Player(s) simultaneous

- This video game would become the inspiration for the Super NES video game Rock n' Roll Racing.
- Primitive voice effects are used when the ships collide with each other; three of the phrases are: "Hey!," "Excuse me!," and "Watch it."

7.1

SCN

PAL

NTSC-U

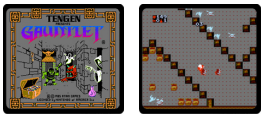
SCN Rarity: 8
US Rarity: 4

Gargoyle's Quest II

Developer Capcom
Publisher Capcom
Release date (us) October 1992
(eur) June 17, 1993
Genre Platformer
Players 1 Player(s)

- Despite being the second game in the Gargoyle's Quest series (part of the larger Ghosts 'n Goblins franchise), it is actually the prequel to the first game, and features a similar gameplay style, which combined role-playing video game elements with side scrolling action.
- Critical reception has been generally positive.

6.5



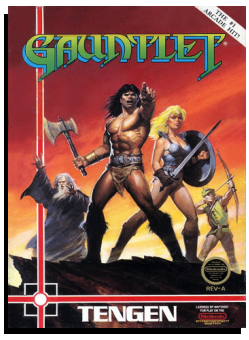
NTSC-U

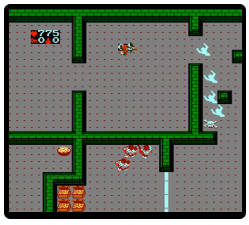
US Rarity: 3

Gauntlet

Developer Atari
Publisher Tengen
Release date (us) January 1987
Genre Arcade
Players 1-2 Player(s) simultaneous

- Gauntlet is a fantasy-themed hack and slash 1985 arcade game by Atari Games. The NES version was a departure from the arcade version, keeping only the basic game formula and cast of characters.
- There are two different versions of Gauntlet for the NES, a licensed version and an unlicensed version. Both have the same art, levels, and box art, by Joseph Chiodo.





Gauntlet II

Developer Tengen
Publisher Mindscape
Release date (us) September 1990
(eur) April 25, 1991
Genre Arcade
Players 1-4 Player(s) simultaneous

- Gauntlet II is a 1986 arcade game released by Atari Games and the first sequel to the game Gauntlet.
- This sequel was also the first to feature what is now known as the Gauntlet theme tune, which resembles a simplified Baroque fugue.

6.0

SCN

PAL

NTSC-U

SCN Rarity: 5
US Rarity: 3

Gemfire

Developer Koei
Publisher Koei
Release date (us) March 1992
Genre Turn-based strategy
Players 1 Player(s)

- Gemfire is a medieval war game developed by Koei.
- The object in the game is to unify a fictional island by force. Players use soldiers and knights, as well as fantasy units such as magicians, dragons or gargoyles in order to capture the castle needed to control that particular territory.
- The game takes place in the fictitious Isle of Ishmeria.

5.4

NTSC-U

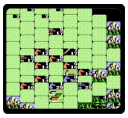
US Rarity: 6

Genghis Khan

Developer Koei
Publisher Koei
Release date (us) January 1990
Genre Turn-based strategy
Players 1 Player(s)

- Genghis Khan is a 1987 turn-based strategy game originally released for the NEC PC-9801,MSX and Sharp X68000.
- It is actually the second game in the series, after a 1985 Aoki Ōkami to Shiroki Mejika, also for PC-88, PC-98, and MSX.
- The game takes the player inside the virtual life of either Genghis Khan or one of his archrivals.

6.9



NTSC-U

US Rarity: 5

3.8

PAL

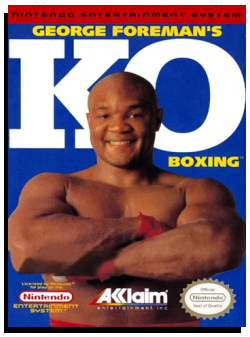
NTSC-U

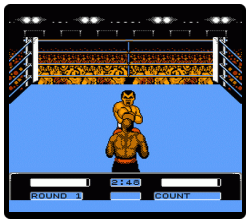
US Rarity: 4

George Foreman's KO Boxing

Developer Beam Software
Publisher Acclaim
Release date (us) December 1992
(eur) December 1992
Genre Sports
Players 1-2 Player(s) simultaneous

- George Foreman's KO Boxing is a boxing video game, featuring boxer George Foreman. Years later, Acclaim released another game featuring Foreman, Foreman For Real.
- Like Punch-Out!!, players are given the option to block the opponent's attempted punches, evading in two different directions, and throwing a wide variety of punches.





2.7

NTSC-U

US Rarity: 4

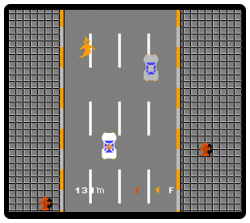
Ghostbusters

Developer Bits Laboratory
Publisher Activision
Release date (us) October 1988
Genre Mish-mash of crap
Players 1 Player(s)

" Conglaturation !!!

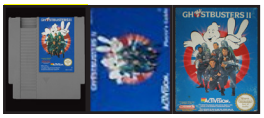
You have completed a grate game.
And prooved the justice of our culture.
Now go and rest our heroes !"

— End of game message.



4.3

SCN



PAL

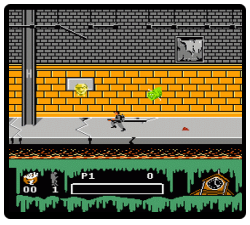
NTSC-U

US Rarity: 5

Ghostbusters II

Developer Imagineering
Publisher Activision
Release date (us) April 1990
(eur) December 7, 1990
Genre Action
Players 1-2 Player(s) alternating

- The game is loosely based on the film of the same name.
- Synthesized version of songs from the film, Ghostbusters Theme and "Higher and Higher" are featured in the game.
- The game was noted for being exceptionally hard to complete.



Ghosts'n Goblins

Developer	Capcom/Micronics
Publisher	Capcom
Release date	(us) November 1986 (eur) March 23, 1989
Genre	Action
Players	1-2 Player(s) alternating

- Ghosts 'n Goblins is a 1985 side-scrolling platforming game originally developed for video arcades and has since been released on several other platforms.
- The NES version of Ghosts 'n Goblins was rated the 129th best game made on a Nintendo System in Nintendo Power's Top 200 Games list. It was also a best seller for the NES.

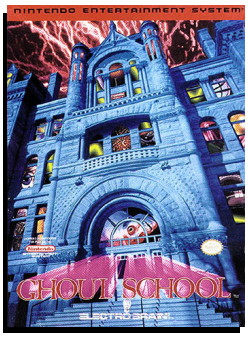
5.7

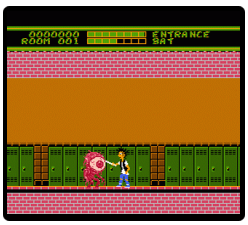
SCN

PAL

NTSC-U

US Rarity: 3





Ghoul School

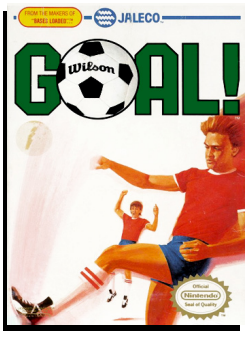
Developer	Imagineering
Publisher	Electro Brain
Release date	(us) March 1992
Genre	Adventure
Players	1 Player(s)

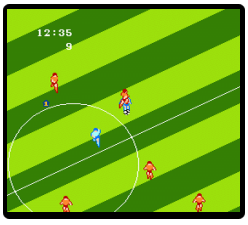
- Ghoul School takes place in a high school which has been overrun by ghosts/demons. They have turned the teachers and football team into demons. To make matters worse, they have kidnapped Samantha Pompom, the head cheerleader. Assume the role of Spike O'Hara as he tries to defeat the ghouls and rescue Samantha.

5.2

NTSC-U

US Rarity: 5





Goal!

Developer	TOSE
Publisher	Jaleco
Release date	(us) October 1989 (eur) March 24, 1994
Genre	Sports
Players	1-2 Player(s) simultaneous

- Goal! is a 1988 soccer/football video game published by Jaleco for the NES.
- The game supports up to two players.
- The game has four modes: World Cup, Tournament, Shoot Competition, and Vs. Mode.

3.5

SCN

PAL

NTSC-U

US Rarity: 3

0.8

PAL

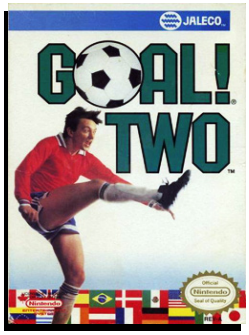
NTSC-U

US Rarity: 6

Goal! Two

Developer Tose
Publisher Jaleco
Release date (us) November 1992
Genre Sports
Players 1-2 Player(s) simultaneous

- Goal! Two is the NES version of Goal! (1992), which Jaleco retitled Super Goal! for European markets.
- For the French release of the NES version, Jaleco secured an endorsement from French international footballer Eric Cantona, who had just transferred to Manchester United F.C.. The French packaging bears the name and likeness of Cantona, with the title Eric Cantona Football Challenge: Goal! 2.



5.2

PAL

NTSC-U

US Rarity: 4

Godzilla: Monster of Monsters

Developer Compile
Publisher Toho
Release date (us) October 1989
Genre Action
Players 1 Player(s)

- The North American version removes all references about Toho Cenfile-Soft Library and Compile; crediting the game to Toho Eizo on the title screen instead.
- The game features two playable characters, Godzilla and Mothra. The player uses both monsters in turn by selecting the desired character on a virtual gameboard, representative of the planet it is on, and moving it like a chess piece.

2.8

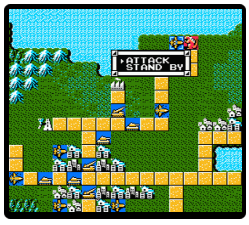
NTSC-U

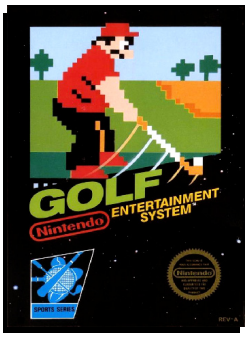
US Rarity: 6

Godzilla 2: War of the Monsters

Developer Toho
Publisher Toho
Release date (us) February 1992
Genre Strategy
Players 1 Player(s)

- The player controls military forces trying to prevent Godzilla and other giant monsters from destroying cities. Mothra, Hedorah, and Baragon along with King Ghidorah are added to the line up, and are joined by Rodan.
- This game, released in place of an earlier announced game meant to star Rodan. It would be followed by Super Godzilla for the SNES.





Golf

Developer Nintendo
Publisher Nintendo
Release date (us) October 1985
(eur) November 15, 1986
Genre Sports
Players 1-2 Player(s) alternating

• Golf was originally released in Japan in 1984 for the Famicom.

• The golfer is a mustached man who resembles Mario. Unnamed in the original game, in the Japanese Nintendo Wii release Captain Rainbow the golfer is referred to as ossan, a flippant term meaning a grown man.

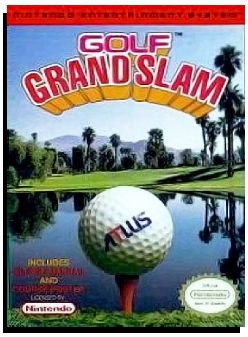
3.8

SCN

PAL

NTSC-U

US Rarity: 2



Golf Grand Slam

Developer TOSE
Publisher Atlus
Release date (us) November 1991
Genre Sports
Players 1-4 Player(s) alternating

• Golf Grand Slam is a golf simulation game for the NES. It features all the small details of real golf, such as wind, angle at which the ball is hit, etc.

• The game uses a password feature and up to four people can play.

• It is considered by many as one of the most detailed golf games for the NES.

6.9

NTSC-U

US Rarity: 6

Golgo 13: Top Secret Episode

Developer Vic Tokai/Seibu Lease
Publisher Vic Tokai
Release date (us) September 1988
Genre Action
Players 1 Player(s)

• Golgo 13: Top Secret Episode is an based on a popular Japanese manga.

• Golgo 13 is one of the few NES games to feature sex, drug use and graphic violence. It was an unusual release, because at the time Nintendo of America had strict content guidelines preventing the release of such content on its systems.

4.1

NTSC-U

US Rarity: 3

4.6

SCN

PAL

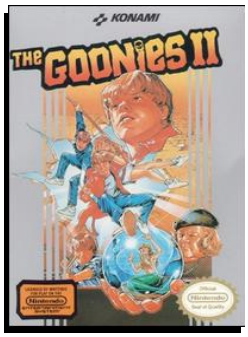
NTSC-U

US Rarity: 3

The Goonies II

Developer Konami
Publisher Konami
Release date (us) November 1987
(eur) December 19, 1988
Genre Adventure
Players 1 Player(s)

• The Goonies II is a sequel to the first Famicom Goonies game, which was only available in North America on Nintendo Vs. System and PlayChoice-10 arcade units. This led some people to believe that it was supposed to be a sequel to the movie The Goonies, which was never produced. The Goonies II has developed a cult following among classic gamers.



5.9

NTSC-U

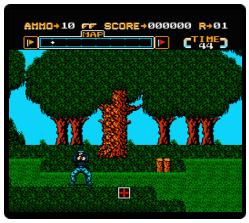
US Rarity: 3

Gotcha! The Sport!

Developer Sanritsu/Atlus
Publisher LJN
Release date (us) November 1987
Genre Light Gun
Players 1 Player(s)

• Gotcha! The Sport! uses the Nintendo Light Gun and is a capture the flag-style game played with paintball guns loaded with simulated paintballs.

• In addition to the video game, Entertech (a division of LJN) produced and sold paintball guns—and related gear—for kids using the same name and logo as the video game.



7.2

SCN

PAL

NTSC-U

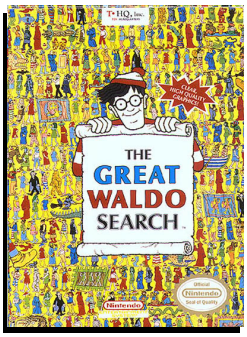
US Rarity: 3

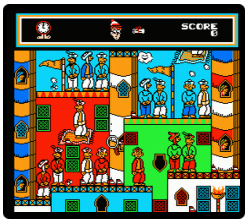
Gradius

Developer Konami
Publisher Konami
Release date (us) December 1986
(eur) November 30, 1988
Genre Shooter
Players 1-2 Player(s) alternating

• The Gradius games, first introduced in 1985, make up a series of scrolling shooter video games published by Konami for a variety of portable, console and arcade platforms.

• Players pilot the Vic Viper through seven stages, shooting and dodging through deadly obstacles, while using various power-ups, including missiles, lasers, options and shields.





The Great Waldo Search

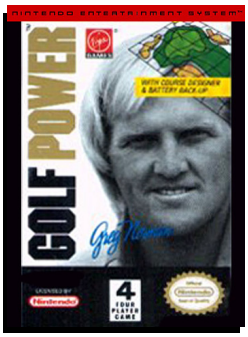
2.3

Developer	Radiance
Publisher	THQ
Release date	(us) December 1992
Genre	Educational
Players	1 Player(s)

- The Great Waldo Search is based on the third Waldo book.
- The pictures are slightly animated images of Waldo scenes, the player has to scroll along the long picture to survey the scape while searching for Waldo and other objects. The directional buttons control a magnifying glass and is used in order to "find" objects. Waldo's dog Woof is also in each level and by finding him the player gets to play a small bonus game.

NTSC-U

US Rarity: 5



Greg Norman's Golf Power

0.8

Developer	Gremlin Interactive
Publisher	Virgin Interactive
Release date	(us) July 1992
Genre	Sports
Players	1-4 Player(s) alternating

- Greg Norman's Golf Power was the final golf title published for the NES.
- Other than bearing the name and likeness of Australian professional golfer Greg Norman, the game is distinguished from most other golf simulations by providing a hole-design mode in which you can create and customize your own 18-hole course.

NTSC-U

US Rarity: 5

Gremlins 2: The New Batch

8.0

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) October 1990 (eur) February 21, 1991
Genre	Action
Players	1 Player(s)

- Gremlins 2: The New Batch is a video game developed and published by Sunsoft in conjunction with the movie Gremlins 2: The New Batch.
- In the NES game, the player controls Gizmo through various levels in the building.

SCN

PAL

NTSC-U

US Rarity: 3

8.2

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 4

The Guardian Legend

Developer	Compile
Publisher	Brøderbund (NA)/Nintendo (NA/EU)
Release date	(us) April 1989
	(eur) February 20, 1992
Genre	Adventure
Players	1 Player(s)

- Guardian Legend is a hybrid action-adventure/shoot ‘em up.
- It is the sequel to the 1986 MSX game Guardic.
- The game received little fanfare upon its release, but it has since been considered a classic example of a multiple-genre game that set a standard for others such as the title Sigma Star Saga.

8.5

PAL

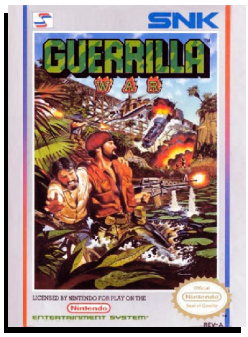
NTSC-U

US Rarity: 4

Guerrilla War

Developer	SNK
Publisher	SNK
Release date	(us) June 1989
Genre	Action
Players	1-2 Player(s) simultaneous

- Guerrilla War followed the adventures of two unnamed rebel commandos (Che Guevara and Fidel Castro in the Japanese version) as they raid an unnamed Caribbean Island in order to free it from the rule of an unnamed tyrannical dictator.
- The version of Guevara released for the Japanese Famicom is a sought-after item for many video game collectors.



7.5

PAL

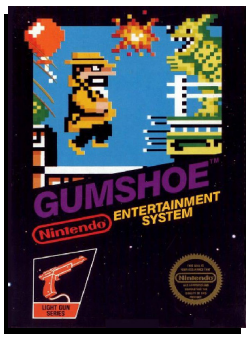
NTSC-U

US Rarity: 5

Gumshoe

Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) June 6, 1986
	(eur) June 15, 1988
Genre	Light Gun
Players	1 Player(s)

- Gumshoe is played using the NES Zapper.
- The game was designed by Yoshio Sakamoto.
- Mr. Stevenson walks continuously to the right, and will jump if shot with the NES Zapper. The player must also shoot enemies as they appear on screen.



Gun-Nac

7.7

Developer	Compile
Publisher	ASCII
Release date	(us) September 1991
Genre	Shooter
Players	1 Player(s)

- The player assumes the role of commander Gun-Nac, and throughout eight different levels, fights a host of enemies from a space ship.
- Money can be found through the levels, it can be used to purchase upgrades in a shop in between levels.
- The American release had a number of things removed or changed, such as the first phase of the last boss and the intro.

NTSC-U

US Rarity: 7

Gun.Smoke

8.4

SCN

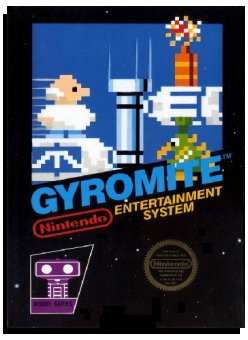
PAL

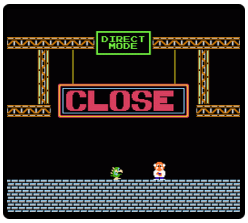
Developer	Capcom
Publisher	Capcom
Release date	(us) February 1988 (eur) February 1989
Genre	Shooter
Players	1 Player(s)

- Gun.Smoke is a 1985 vertical scrolling shooter arcade game, designed by Yoshiki Okamoto.
- Gun.Smoke centers around a character named Billy Bob, a bounty hunter who is after vicious criminals of the Wild West.
- Despite its name and theme, it has no connection to the Western TV series Gunsmoke.

NTSC-U

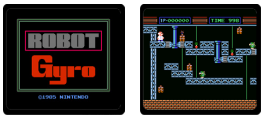
US Rarity: 4





Gyromite

6.2



PAL

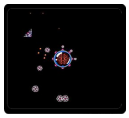
Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) October 1985 (eur) September 1986
Genre	R.O.B.
Players	1-2 Player(s) simultaneous

- Gyromite is designed for use with the R.O.B.
- Some early copies of Gyromite released outside of Japan were not properly localized and, as a result, the cartridges contain a circuit board from the Japanese Famicom version of the game along with a cartridge adapter.

NTSC-U

US Rarity: 1

7.4



NTSC-U

US Rarity: 3

Gyruss

Developer	Konami
Publisher	Ultra
Release date	(us) February 1989
Genre	Shooter
Players	1 Player(s)

- Gyruss was the second and last game Yoshiki Okamoto designed for Konami, after Time Pilot. Due to pay disputes, he was fired after the release of this game, and soon joined Capcom, where he would write 1942 and the first Street Fighter game.
- Gyruss was slightly remade for the NES in North America, released by Konami's subsidiary Ultra Games.

Hammerin' Harry

7.4

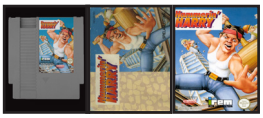
Developer Irem
Publisher Irem
Release date (eur) 1992
Genre Platformer
Players 1 Player(s)

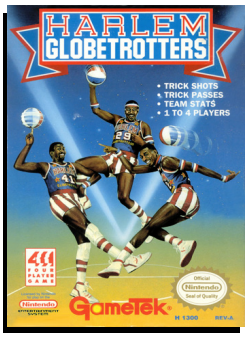
- Hammerin' Harry - known in its Japanese homeland as Daiku no Gen-san, or Gen the Carpenter - began as an arcade game by Irem that soon spun off into several different incarnations.
- The NES version have only five levels rather than six, and many segments from the arcade game have been cut out, replaced or rearranged.

"hardcoregaming101.net"

SCN

PAL



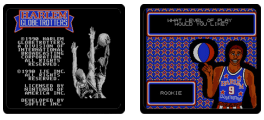


Harlem Globetrotters

4.4

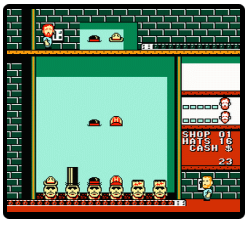
Developer Softie Inc.
Publisher GameTek
Release date (us) March 1991
Genre Sports
Players 1-2 Player(s) simultaneous

- The game allows players to control the Harlem Globetrotters basketball team. Unlike most other basketball video games, there is only an exhibition mode in this game where the player can play as either the Harlem Globetrotters or their long-time rivals, the Washington Generals. The player can even pull down the referee's pants or trip the ref when a free throw has been called when playing as the Harlem Globetrotters.



NTSC-U

US Rarity: 5

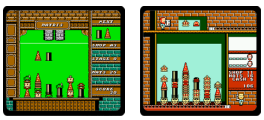


Hatris

4.7

Developer Bullet-Proof Software
Publisher Bullet-Proof Software
Release date (us) April 1992
Genre Puzzle
Players 1 Player(s)

- Hatris is developed by Alexey Pajitnov.
- The game plays similarly to Pajitnov's previous Tetris, in that game objects falling from the top of the screen must be arranged in specific patterns to gain points and to keep the play area clear.
- This was also released as an arcade game.



NTSC-U

US Rarity: 5

Heavy Barrel

6.0

NTSC-U

US Rarity: 3

Developer	Data East/Sakata SAS
Publisher	Data East
Release date	(us) March 1990
Genre	Action
Players	1-2 Player(s) simultaneous

- Heavy Barrel is a 1987 overhead run and gun arcade game.
- The name of the game is from an in-game weapon. The Heavy Barrel is found in six pieces and is an energy cannon capable of destroying any enemy in the game with a single shot.
- Heavy Barrel was ported to the Apple II and DOS in 1989. In February 2010, Majesco Entertainment released a port of Heavy Barrel for Nintendo Wii.

Heavy Shreddin'

3.4

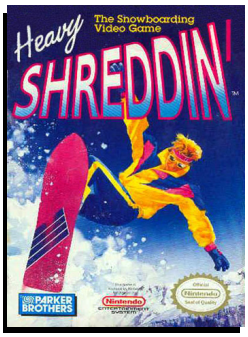
PAL

NTSC-U

US Rarity: 3

Developer	Imagineering
Publisher	Parker Brothers
Release date	(us) June 1990
Genre	Sports
Players	1 Player(s)

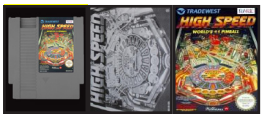
- Heavy Shreddin was released in Europe with the title Snowboard Challenge.
- There are three mountains that the player must overcome in order to complete the game. As the player descends the mountain the terrain becomes more and more difficult to navigate. There are five different events and a total of 18 levels of play.



High Speed

2.6

SCN



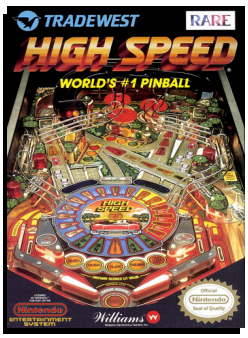
PAL

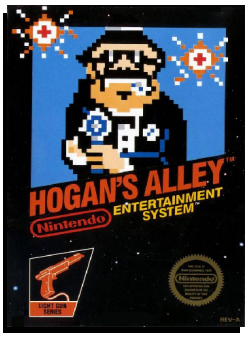
NTSC-U

US Rarity: 3

Developer	Rare
Publisher	Tradewest
Release date	(us) July 1991 (eur) April 28, 1994
Genre	Pinball
Players	1-4 Player(s) alternating

- High Speed employs the game engine that Rare Ltd. previously developed for Pin*Bot (1990).
- Rare adapted the game from the pinball machine High Speed, which was designed by Steve Ritchie and released by Williams Electronics in 1986.





Hogan's Alley

6.3

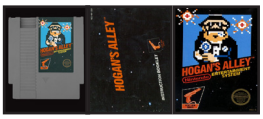
Developer	Intelligent Systems/Nintendo R&D1
Publisher	Nintendo
Release date	(us) October 1985 (eur) December 15, 1987
Genre	Light Gun
Players	1 Player(s)

- Hogan's Alley was one of the first games to use a light gun as an input device.
- The game presents players with "cardboard cut-outs" of villains and innocent civilians. The player must shoot the villains and spare the innocent people.

SCN

PAL

NTSC-U



US Rarity: 3

Hollywood Squares

1.6

Developer	Rare
Publisher	GameTek
Release date	(us) September 1989
Genre	Game Show
Players	1-2 Player(s) simultaneous

- Hollywood Squares was a video game based on the hit TV game show of the same name, which aired on NBC from 1966.
- The game was played just like the game show, in which you answered a slew of questions. Whoever had the most money at the end of the game got the chance to win a car.

"nintendo.wikia.com"

NTSC-U

US Rarity: 5

Home Alone

5.0

Developer	Bethesda Softworks
Publisher	THQ
Release date	(us) October 1991
Genre	Adventure
Players	1 Player(s)

- Home Alone refers to a number of video games. They are all based on the movie of the same name. In the Home Alone title for the NES, the player must avoid being caught by the Wet Bandits for 20 minutes. During this time, he can set various traps using items around the house, each with a different corresponding strength and allowing the Bandit tripping them to be knocked unconscious longer.

NTSC-U

US Rarity: 4

1.4

PAL

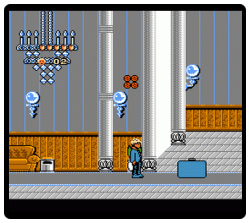
NTSC-U

US Rarity: 5

Home Alone 2: Lost in New York

Developer Imagineering
Publisher THQ
Release date (us) October 1992
Genre Platformer
Players 1 Player(s)

- The Nintendo versions of the game were released in late 1992 for all three Nintendo's consoles at the time. The Nintendo consoles are virtually the same game, with minor differences with each version.
- The game has had very poor reception. Most reviewers complain that various elements of the game change depending on what part of a level the player is on.



4.0

PAL

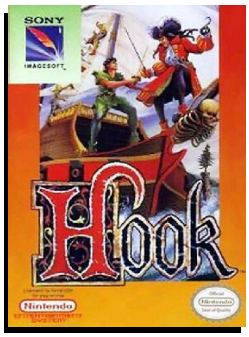
NTSC-U

US Rarity: 5

Hook

Developer Ocean/Painting By Numbers
Publisher Imagesoft (NA)/Ocean (EU)
Release date (us) April 1992
Genre Platformer
Players 1-2 Player(s) alternating

- Hook is the name of four video games released in 1992 that were based on the film of the same name. Most of the versions were nearly identical, the exception being the CD version which had cutscenes using stills from the movie.
- Players control Peter Panning as he tries to save his children from the clutches of Captain Hook, similar to the Steven Spielberg movie.



5.1

PAL

NTSC-U

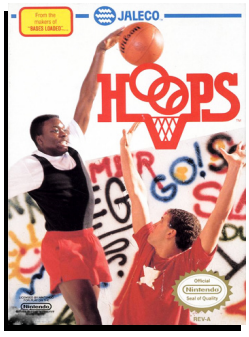
US Rarity: 2

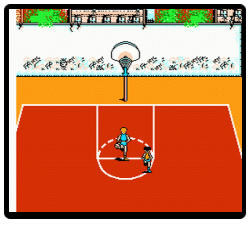
Hoops

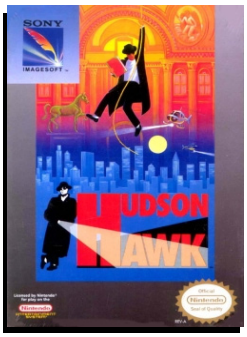
Developer Aicom
Publisher Jaleco
Release date (us) June 1989
Genre Sports
Players 1-2 Player(s) simultaneous

- Hoops is a half-court basketball sim from Jaleco for the NES, with 1-on-1 and 2-on-2 options.
- Hoops is part of their Moero!! series of sports games, which also includes Bases Loaded.
- Characters in the game consist of Mr. Doc, Jammer, Barbie, Face, Bomber, Zap, Legs, and Wiz.

"giantbomb.com"







Hudson Hawk

0.8

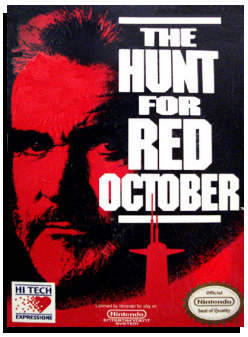
Developer	Ocean
Publisher	Imagesoft
Release date	(us) February 1992
Genre	Action
Players	1 Player(s)

- Hudson Hawk is a game based on the film of the same name. In Spain it was published as El Gran Halcon, the Spanish title for the film.
- The player assumes the role of Hudson Hawk, a cat burglar. He is sent on a mission to steal three Da Vinci artifacts.
- Enemies include a rhinoceros stampeding in the Vatican library and a kangaroo among others.

PAL

NTSC-U

US Rarity: 4



The Hunt for Red October

4.3

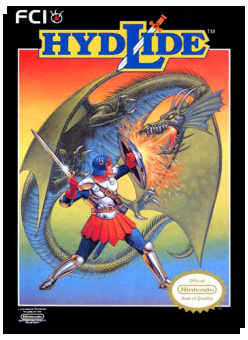
Developer	Beam Software
Publisher	Hi Tech Expressions
Release date	(us) January 1991
Genre	Action
Players	1 Player(s)

- The Hunt for Red October is a video game based on the movie with the same name.
- The game featured deep sea combat, side-scrolling action, and cinematic sequences. The object is to evade destruction and eliminate saboteurs. The caterpillar drive is particularly useful for quietly escaping the enemy.

PAL

NTSC-U

US Rarity: 3

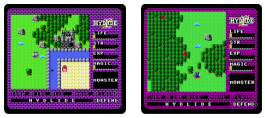


Hydlide

2.0

Developer	T&E Soft
Publisher	FCI
Release date	(us) June 1989
Genre	Role Playing
Players	1 Player(s)

- Hydlide was originally released for the NEC PC-6001 and NEC PC-8801 computer in 1984, in Japan only.
- Hydlide is one of the first Japanese role-playing video games.
- The NES version of Hydlide is infamously known for its repetitive music that bears similarity to John Williams' Indiana Jones theme.



NTSC-U

US Rarity: 3

5.5

SCN

PAL

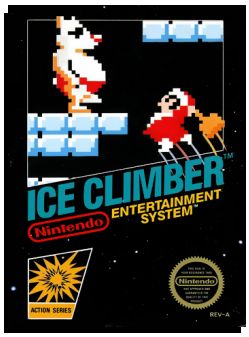
NTSC-U

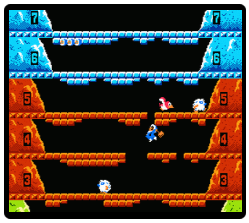
US Rarity: 3

Ice Climber

Developer Nintendo R&D1
Publisher Nintendo
Release date (us) October 1985
(eur) September 1, 1986
Genre Arcade
Players 1-2 Player(s) simultaneous

- In Ice Climber, the characters Popo and Nana, collectively known as the Ice Climbers, venture up 32 ice-covered mountains to recover stolen vegetables from a giant condor.
- In some European countries, the NES console was sold bundled with the game, increasing Ice Climber's familiarity outside Japan.





7.7

SCN

PAL

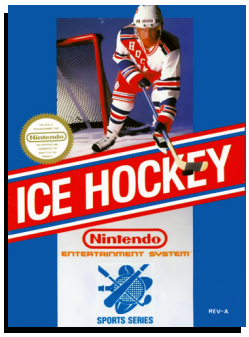
NTSC-U

US Rarity: 2

Ice Hockey

Developer Nintendo EAD/Nintendo R&D2/Pax Softonica
Publisher Nintendo
Release date (us) March 1988
(eur) April 15, 1988
Genre Sports
Players 1-2 Player(s) simultaneous

- It was originally released for the Famicom Disk System.
- Hideki Konno, the director of the game, later went on to direct classic Nintendo titles such as Super Mario Kart, Super Mario World 2: Yoshi's Island, and Luigi's Mansion.



2.2

SCN

PAL

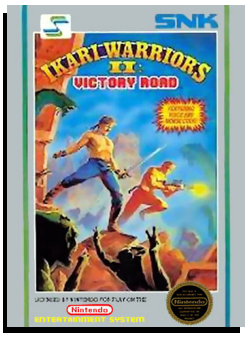
NTSC-U

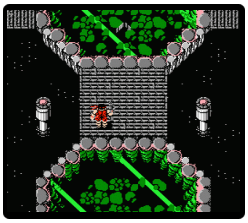
US Rarity: 3

Ikari Warriors

Developer Micronics/SNK
Publisher SNK
Release date (us) May 1987
(eur) August 10, 1989
Genre Action
Players 1-2 Player(s) simultaneous

- Originally titled Ikari in Japan, Ikari Warriors was SNK's first major breakthrough US release and became a classic.
- The player characters in Ikari Warriors are Colonel Ralf and Second Lieutenant Clark of the later King of Fighters series battling through hordes of enemies.





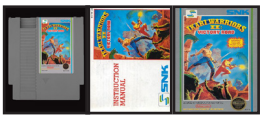
Ikari Warriors II: Victory Road

2.1

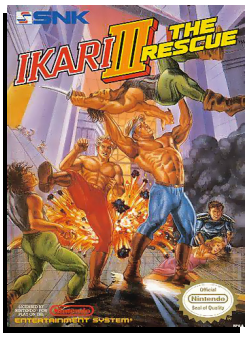
Developer	Micronics/SNK
Publisher	SNK
Release date	(us) April 1988
Genre	Action
Players	1-2 Player(s) simultaneous

- The story directly picks up at the ending of Ikari Warriors.
- The NES version includes the added feature of collecting "zeny" as currency. This money was then spent at a store also unique to the NES port where the player could buy improved weaponry and armor.
- The game continued its single-stage design from its prequel, but added mini-stages where players fight a boss.

NTSC-U

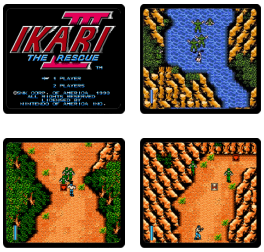


US Rarity: 4



Ikari Warriors III: The Rescue

5.0



Developer	SNK
Publisher	SNK
Release date	(us) February 1991
Genre	Beat-em-up
Players	1-2 Player(s) simultaneous

- Ikari III: The Rescue is an arcade beat 'em up. It was ported to the NES, DOS, and C64.
- Unlike the previous two games, this game features hand-to-hand combat as well as weapons. The characters had more "life-like" designs.
- Warrior now includes a life bar. Exclusive to the NES Port is a vertical shoot 'em up segment which takes place underwater.

NTSC-U

US Rarity: 5

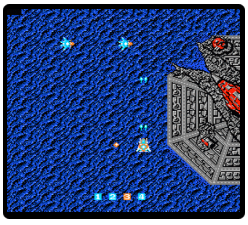


Image Fight

4.2

Developer	Irem/Produce (planning)
Publisher	Irem
Release date	(us) June 1990
Genre	Shooter
Players	1-2 Player(s) alternating

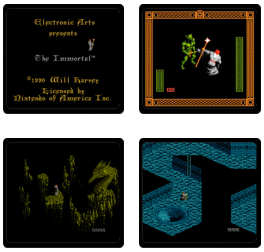
- Image Fight is a 1988 vertically scrolling shoot 'em up arcade game and ported for the NES.
- Image Fight was released one year after Irem's successful horizontal scroller, R-Type, and, although not directly related, the two games have some similarities.

NTSC-U

US Rarity: 5

The Immortal

6.6

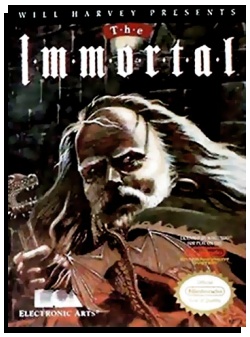


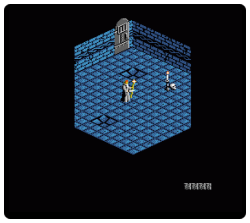
NTSC-U

US Rarity: 5

Developer	Sandcastle
Publisher	Electronic Arts
Release date	(us) November 1990
Genre	Adventure
Players	1 Player(s)

- The Immortal is an isometric adventure game originally created for the Apple IIGS, which was ported to the NES.
- Will Harvey had started development on an Apple II game to be called “Campaign”, intending it to be an online multiplayer RPG. As the story developed, it became a single player game only.





The Incredible Crash Dummies

6.3

SCN

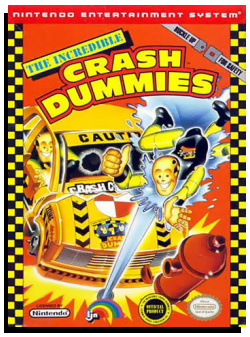
PAL

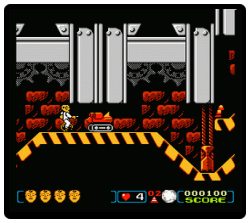
NTSC-U

SCN Rarity: 7
US Rarity: 5

Developer	Software Creations
Publisher	LJN
Release date	(us) August 1994 (eur) October 21, 1993
Genre	Platformer
Players	1-2 Player(s) alternating

- The Incredible Crash Dummies was awarded Strangest License of 1992 by Electronic Gaming Monthly.
- In the game, the player takes control of Slick in a storyline loosely tied in with the animated movie.
- Whenever Slick suffers damage he loses a limb, until he has none left and dies.





Indiana Jones and the Last Crusade

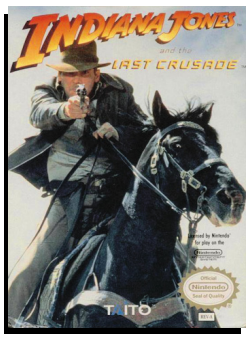
0.8

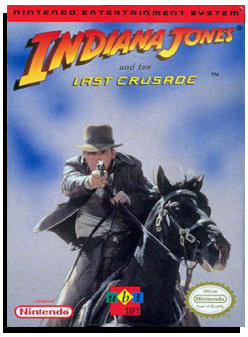
NTSC-U

US Rarity: 4

Developer	Software Creations/Taito
Publisher	Taito
Release date	(us) March 1991
Genre	Action
Players	1 Player(s)

- The game is based on the film by the same name.
- In the game, the player controls protagonist Indiana Jones going through levels taken directly from the film, albeit with a shorten and simplified plot.
- The game presents bitmapped pictures of the real movie actors, such as Harrison Ford and Sean Connery.





Indiana Jones and the Last Crusade

0.8

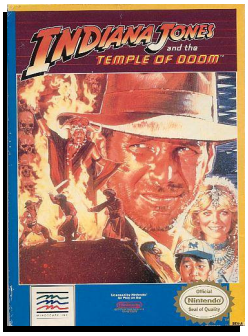
Developer	NMS Software
Publisher	Ubisoft
Release date	(us) December 1993
Genre	Action
Players	1 Player(s)

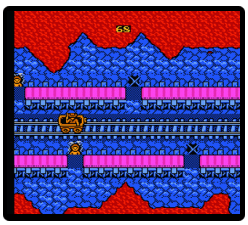
- As in the movie, your quest is to find the Holy Grail. Before this can be done you must find the Cross of Coronado, the Knight of the First Crusade's Shield and your fathers Grail Diary. Each of which must be picked up in one the first three levels in order to progress.
- This game is considered by many as one of the rarest game titles on the NES.

PAL

NTSC-U

US Rarity: 6



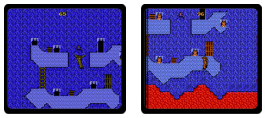


Indiana Jones and the Temple of Doom

3.4

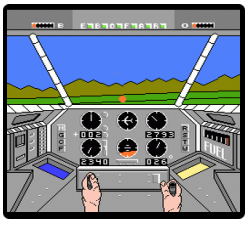
Developer	Atari
Publisher	Mindscape
Release date	(us) December 1988
Genre	Arcade
Players	1 Player(s)

- Indiana Jones and the Temple of Doom is based on the arcade game and film of the same name. The resulting product differed from the arcade version in several aspects.
- By December 1988, there were two versions of the game available, distributed by Tengen and Mindscape, although the software itself was identical. After a lawsuit, Tengen's unlicensed version was pulled from the shelves.



NTSC-U

US Rarity: 3



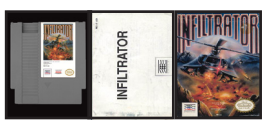
Infiltrator

5.3

Developer	Gray Matter
Publisher	Mindscape
Release date	(us) January 1990
Genre	Simulation
Players	1 Player(s)

- Infiltrator was originally a flight simulator game developed by Chris Gray on the C64, it was later ported to the NES. Because the original was never released on the NES, the sequel was released as "Infiltrator" on that platform.
- Half of the levels involve flying a helicopter to an enemy, and the other half involve infiltrating the base in order to recover a biological weapon or rescue a prisoner.

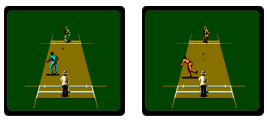
NTSC-U



US Rarity: 3

7.6

PAL

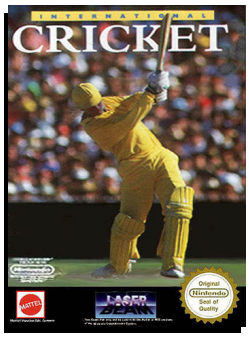


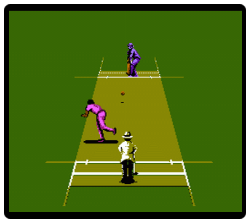
AUS Rarity: 4

International Cricket

Developer Beam Software
Publisher Mattel
Release date (eur) 1992
Genre Sports
Players 1 Player(s)

- International Cricket was only released in Australia in 1992.
- Developed by Melbourne-based Beam Software, it was the only cricket game released for the NES.
- One of the shortcomings in the game is the simple AI; the average player can bowl the computer out for totals not exceeding 20. Some of the other poor features in the game are the unrealistically green grass and the uninspired music.





6.9

PAL

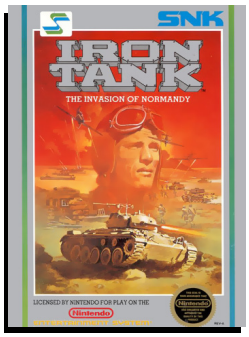
NTSC-U

US Rarity: 3

Iron Tank

Developer SNK
Publisher SNK
Release date (us) July 1988
Genre Action
Players 1 Player(s)

- This video game is based on SNK's 1985 arcade game TNK III (which was released as TANK in Japan).
- Set during the invasion of Normandy, the player takes control of a commando named Paul and codenamed SNAKE, as he mans the titular Iron Tank to infiltrate the German stronghold.
- Within PAL-A regions, it was only released in Australia.



6.6

SCN

PAL

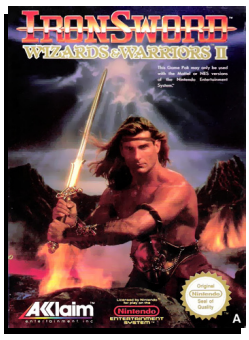
NTSC-U

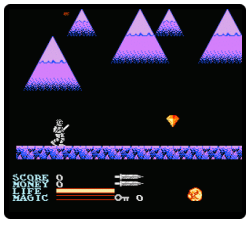
US Rarity: 2

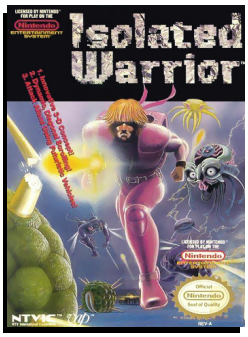
Ironsword: Wizards & Warriors II

Developer Rare/Zippo Games
Publisher Acclaim
Release date (us) December 1989
(eur) March 27, 1991
Genre Action
Players 1 Player(s)

- Ironsword: Wizards & Warriors II is developed by UK-based company Zippo Games for Rare. It is the sequel to Rare's 1987 title Wizards & Warriors.
- Ironsword: Wizards & Warriors II was developed by Zippo Games' founder Ste Pickford and was the first game that he developed for the NES.







Isolated Warrior

7.1

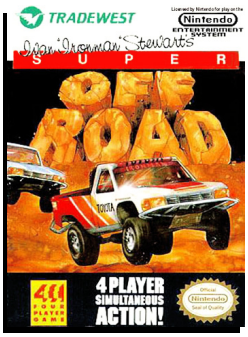
Developer	KID
Publisher	NTVIC
Release date	(us) February 1991
Genre	Shooter
Players	1 Player(s)

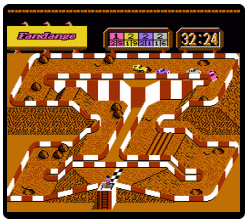
- Isolated Warrior falls in the shooter genre, although its gameplay also includes elements reminiscent of platforming, while it features isometric projection, similar to Sega's Zaxxon.
- The game's plot takes place on a planet outside of Earth's galaxy called "Pan", which is suddenly attacked by a mysterious alien force.

PAL

NTSC-U

US Rarity: 4





Ivan 'Ironman' Stewart's Super Off Road

7.3

Developer	Rare/The Leland Corporation
Publisher	Tradewest
Release date	(us) April 1990 (eur) March 14, 1991
Genre	Racing
Players	1-4 Player(s) simultaneous

- Ivan 'Ironman' Stewart's Super Off Road was originally an arcade video game released in 1989 by Leland Corporation.
- The game was endorsed by professional off road racer Ivan Stewart.

SCN

PAL

NTSC-U

US Rarity: 3

5.0

SCN

PAL

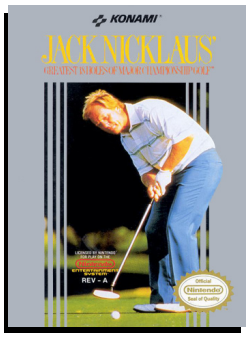
NTSC-U

US Rarity: 2

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf

Developer	Accolade/Sculptured Software
Publisher	Konami
Release date	(us) March 1990 (eur) June 27, 1991
Genre	Sports
Players	1-4 Player(s) alternating

- The game features simulations of eighteen holes from renowned golf courses in the United States, Scotland, and England.
- The game was a commercial success for Jack Nicklaus Productions and Accolade.



7.9

NTSC-U

US Rarity: 3

Jackal

Developer	Konami
Publisher	Konami
Release date	(us) September 1988
Genre	Action
Players	1-2 Player(s) simultaneous

- Released in North America for the arcades as Top Gunner.
- The Jackal squad is sent to rescue soldiers kept as hostages by the enemy.
- The NES version of Jackal was included as a bonus game in the PC compilation Konami Collector's Series: Castlevania & Contra released in 2002 in North America. However, there is no way to play the game without an emulator.

8.6

PAL

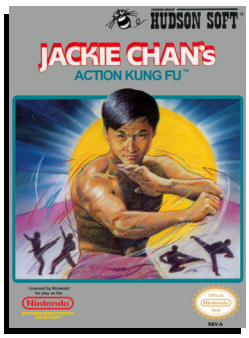
NTSC-U

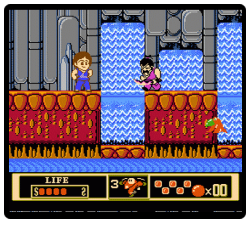
US Rarity: 5

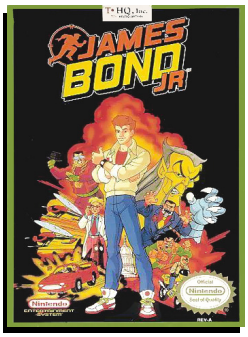
Jackie Chan's Action Kung Fu

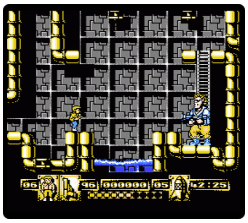
Developer	Now Production
Publisher	Hudson Soft
Release date	(us) December 1990 (eur) 1991
Genre	Action Platformer
Players	1 Player(s)

- The game was not based on any particular Jackie Chan movie, but took inspiration from different ones.
- The player controls Jackie Chan, the well-known martial arts stunt master, and brawls against many enemies during his quest to save his sister. The game is played through five levels.









James Bond Jr.

Developer	Eurocom
Publisher	THQ
Release date	(us) November 1992
Genre	Platformer
Players	1 Player(s)

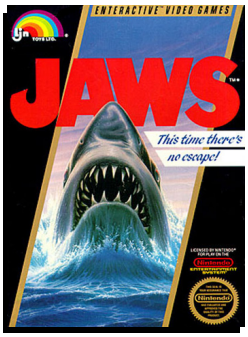
- James Bond Jr. is a video game based on the animated series following the nephew of James Bond.
- James Bond Jr. is similar to most other NES side-scrolling platformers.
- Compared to other “Bond” games, where this title shines is it’s solid and polished delivery, despite the mediocre gameplay and lack of originality.

1.5

PAL

NTSC-U

US Rarity: 5

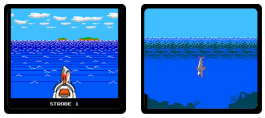


Jaws

Developer	Westone Bit Entertainment
Publisher	LJN
Release date	(us) November 1987
Genre	Action
Players	1 Player(s)

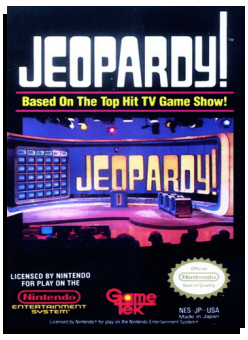
- Jaws is loosely based on the film franchise of the same name, specifically Jaws: The Revenge, the fourth and final film in the series. However, it does take elements from the first.
- It is one of the few LJN-published titles developed by a Japanese company.

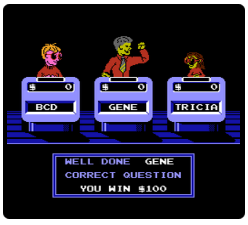
4.4



NTSC-U

US Rarity: 4





Jeopardy!

Developer	Rare
Publisher	GameTek
Release date	(us) September 1988
Genre	Game Show
Players	1-3 Player(s) alternating

- A game based on the successful game show of the same name.
- The game supports up to three players, but does not support the NES Four Score accessory.
- Like many other games based on American shows, this game was only available in the United States due to legal barriers preventing its release in Canada, Mexico and Latin America.

6.3

NTSC-U

US Rarity: 3

The Jetsons: Cogswell's Caper!

4.0

SCN

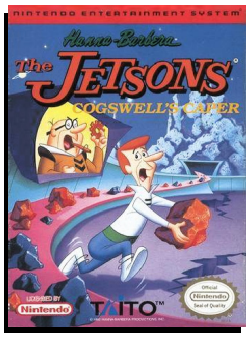
PAL

NTSC-U

SCN Rarity: 8
US Rarity: 6

Developer	Natsume
Publisher	Taito
Release date	(us) December 1992 (eur) August 26, 1993
Genre	Platformer
Players	1 Player(s)

- The Jetsons: Cogwell's Caper is based on the well-known Jetsons property from Hanna-Barbera.
- In this spin-off adventure, George Jetson is ordered by his faithful employer Spacely Sprockets to put a stop to Mr. Cogswell's profit-making schemes.



Jimmy Connors Tennis

2.3

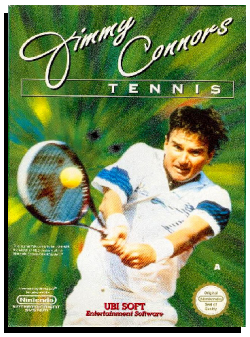
PAL

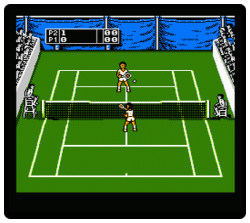
NTSC-U

US Rarity: 6

Developer	NMS Software
Publisher	Ubisoft
Release date	(us) November 1993
Genre	Sports
Players	1-2 Player(s) simultaneous

- The game features the name and likeness of American world-number-one tennis champion Jimmy Connors. Ubisoft published Jimmy Connors Tennis two years after Connors' late-career comeback in the Men's Singles division at the 1991 US Open, where he reached the semifinals.
- The player can compete in an ATP World Tour at one of three difficulty levels, or just practice hitting tennis balls.





Joe & Mac

5.1

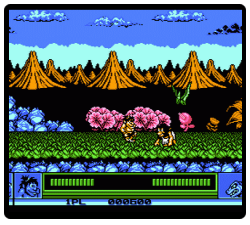
PAL

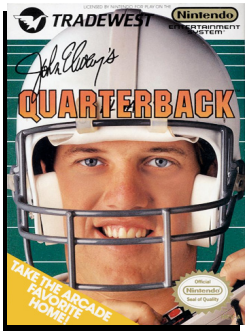
NTSC-U

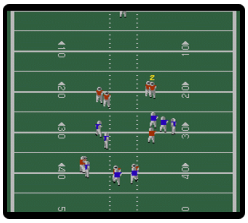
US Rarity: 5

Developer	Elite Systems
Publisher	Data East
Release date	(us) December 1992
Genre	Platformer
Players	1-2 Player(s) alternating

- Joe & Mac, also known as Caveman Ninja, is a 1991 platform game released for the arcades by Data East.
- The NES and Game Boy versions are much downgraded versions of the original arcade version, and lack the option of choosing levels.
- The game was followed by various sequels.







John Elway's Quarterback

2.2

Developer	Rare
Publisher	Tradewest
Release date	(us) March 1989
Genre	Sports
Players	1-2 Player(s) simultaneous

- John Elway's Quarterback, also known as John Elway's Quarterback Challenge and John Elway's Team Quarterback, is a 1987 football video game.
- Tradewest developed Quarterback as an arcade game. In 1988 John Elway agreed to endorse it, and the company renamed the game John Elway's Quarterback.

NTSC-U

US Rarity: 2

Jordan vs. Bird: One on One

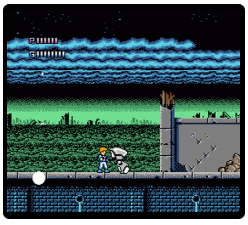
5.2

Developer	Rare/Electronic Arts
Publisher	Milton Bradley
Release date	(us) August 1989
Genre	Sports
Players	1-2 Player(s) simultaneous

- Jordan vs. Bird: One on One is the sequel to One on One: Dr. J vs. Larry Bird.
- Michael Jordan of the Chicago Bulls and Larry Bird of the Boston Celtics were the only two players in the game, which allowed the player to participate in a one-on-one basketball game. Mini-games included a slam dunk contest (utilizing Jordan) and a three-point contest (utilizing Bird).

NTSC-U

US Rarity: 3



Journey to Silius

7.8

Developer	Sunsoft/Tokai Engineering
Publisher	Sunsoft
Release date	(us) September 1990 (eur) February 21, 1991
Genre	Action
Players	1 Player(s)

- Journey to Silius was originally based on the 1984 film The Terminator, but the licensing rights to the film were lost during development. As a result, the graphics and storyline were altered to accommodate this change, but remnants of the earlier version still remain in the game.

SCN

PAL

NTSC-U

US Rarity: 3

7.0

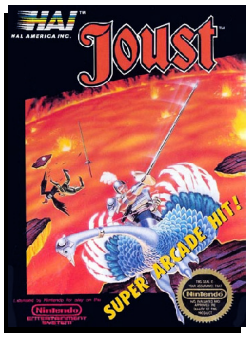
NTSC-U

US Rarity: 4

Joust

Developer	HAL/Williams Electronics
Publisher	HAL
Release date	(us) October 1988
Genre	Arcade
Players	1 Player(s)

- Joust is an arcade game released in 1982. In 2008, Guinness World Records listed it as the number sixty-nine arcade game in technical, creative, and cultural impact.
- Joust definitely established its own identity apart from other selections on the arcade scene, with a quirky nature that still holds up today.



5.3

SCN

PAL

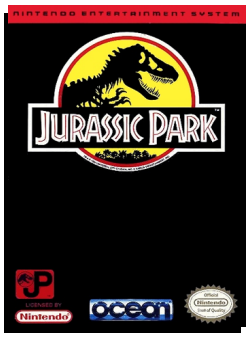
NTSC-U

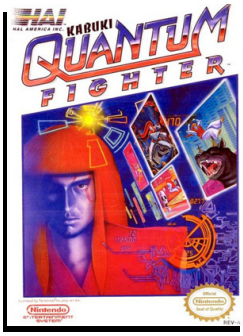
SCN Rarity: 7
US Rarity: 5

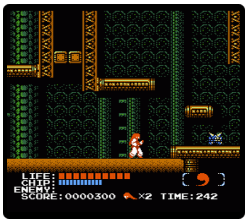
Jurassic Park

Developer	Ocean
Publisher	Ocean
Release date	(us) June 1993 (eur) December 28, 1993
Genre	Action adventure
Players	1-2 Player(s) alternating

- Jurassic Park is a video game based on the film and novel of the same name.
- The object of the game is to survive in the park where the dinosaurs have escaped.
- The background music on the first level is a cover of Martin Galway's Comic Bakery background theme.







Kabuki Quantum Fighter

7.3

Developer	Human Entertainment
Publisher	HAL
Release date	(us) January 1991 (eur) February 20, 1992
Genre	Action
Players	1 Player(s)

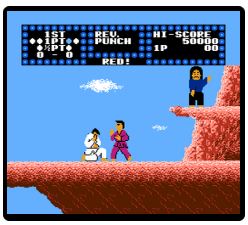
- The field is generally side-scrolling, with a single room with a boss at the end of each level.
- Upon beating the game, a sound test menu is active with a two-frame animation of Scott under his Kabuki guise, bowing. He also says to watch for him in his next game, which never came to be.

SCN

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 4



Karate Champ

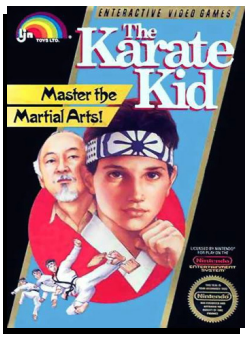
2.1

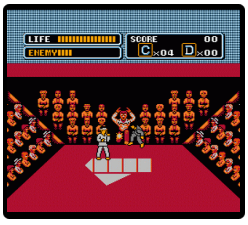
Developer	SAS Sakata/Technōs Japan
Publisher	Data East
Release date	(us) November 1986
Genre	Fighting
Players	1-2 Player(s) simultaneous

- Karate Champ started as an 1984 arcade game.
- Publisher Data East brought suit against Epyx alleging copyright infringement for its game World Karate Championship. The case went to the ninth circuit court. It was held that the typical purchaser of the games would not find them substantially similar.

NTSC-U

US Rarity: 2



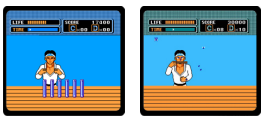


The Karate Kid

4.2

Developer	Atlus
Publisher	LJN
Release date	(us) November 1987
Genre	Action platformer
Players	1-2 Player(s) simultaneous/alternating

- The gameplay loosely follows plot elements from the first and second Karate Kid movies.
- There are four levels in the game, and they play out as the movie goes. It ends with Pat Morita winking at the player from the screen.



NTSC-U

US Rarity: 3

6.6

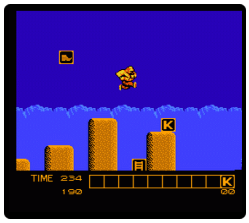
NTSC-U

US Rarity: 3

Karnov

Developer	SAS Sakata/Data East
Publisher	Data East
Release date	(us) January 1988
Genre	Platformer
Players	1 Player(s)

- It is the debut of Data East's mascot of the same name. After Data East became defunct due to bankruptcy in 2003, Paon, a company comprising former Data East staff, acquired the rights to Karnov, along with multiple other Data East games.
- The NES game provides unlimited continues. The NES game also allowed Karnov to be killed when both the A and B buttons were pressed on the second controller.



8.0

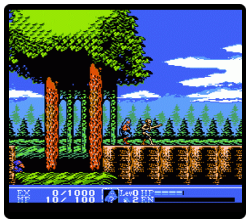
NTSC-U

US Rarity: 5

Kick Master

Developer	KID
Publisher	Taito
Release date	(us) January 1992
Genre	Action
Players	1 Player(s)

- Kick Master has some role-playing game elements, such as leveling up.
- Enemies are defeated by using various martial arts kicks and magic spells. In this fashion, the player is a spellcaster/monk. When Thonolan gains a level, his maximum MP is increased and new moves are learned.



5.6

SCN

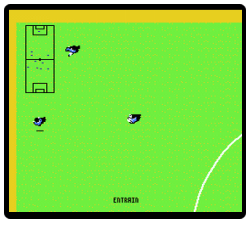
PAL

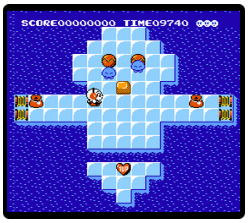
SCN Rarity: 7

Kick Off

Developer	Dino Dini
Publisher	Imagineer
Release date	(eur) July 22, 1992
Genre	Sports
Players	1 Player(s)

- The Kick Off franchise is a series of football simulation computer games, first released in 1989.
- With Kick Off the ball did not stick to the player's feet but instead was realistically kicked ahead from the players, in a manner similar to that of Nintendo's Soccer, released in 1985. This added a degree of difficulty and skill requirement at the same time.





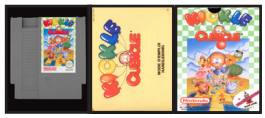
Kickle Cubicle

6.9

Developer	Irem
Publisher	Irem
Release date	(us) September 1990
Genre	Puzzle
Players	1 Player(s)

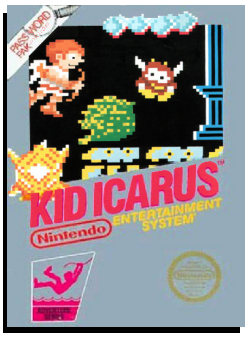
- Kickle Cubicle was developed for the arcades in 1988.
- Gameplay is somewhat similar to the Adventures of Lolo series as well as Pengo.
- In the Japanese version, the player can attempt the different worlds in any order. In the North American and European releases, the world order is fixed.

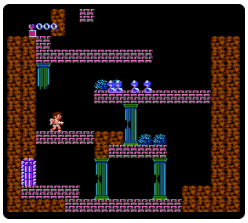
PAL



NTSC-U

US Rarity: 5





Kid Icarus

8.0

Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) July 1987 (eur) February 15, 1988
Genre	Platform
Players	1 Player(s)

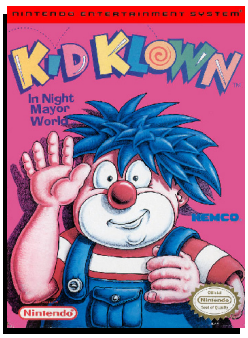
- The first entry in Nintendo's Kid Icarus series, it was published in Japan, 1986, for the Famicom Disk System.
- Kid Icarus is an action platformer with role-playing elements.
- Kid Icarus had shipped 1.76 million copies worldwide by late 2003, and has gained a cult following.

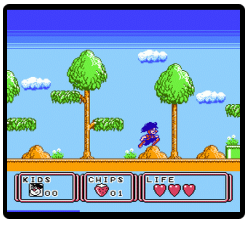
SCN

PAL

NTSC-U

US Rarity: 3





Kid Klown in Night Mayor World

6.7

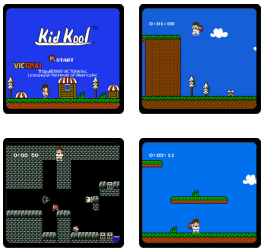
Developer	Kemco
Publisher	Kemco
Release date	(us) April 1993
Genre	Platformer
Players	1 Player(s)

- Kid Klown was originally a Mickey Mouse game in Japan. Due to copyright issues (Capcom owned the US license to Disney video games at the time), it was changed to Kid Klown in Night Mayor World for its US release.
- The player character carries balloons with which he can attack, jump higher, or float.

NTSC-U

US Rarity: 5

3.1



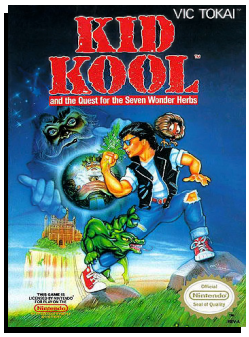
NTSC-U

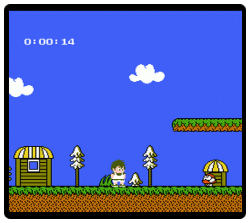
US Rarity: 4

Kid Kool

Developer Vic Tokai
Publisher Vic Tokai
Release date (us) March 1990
Genre Platformer
Players 1 Player(s)

- The game's main character is based on Kenji Sagara, a popular Japanese child actor who was extremely famous in the 1980s.
- Kid Kool is a platform game akin to the Mario series. There is also a small red creature, "Wicky", that the player can carry, which will eliminate enemies when thrown.





7.1

NTSC-U

US Rarity: 3

Kid Niki: Radical Ninja

Developer TOSE/Data East
Publisher Data East
Release date (us) November 1987
Genre Platformer
Players 1-2 Player(s) alternating

- Kid Niki: Radical Ninja, known in Japan as Kaiketsu Yanchamaru, was originally an arcade game developed and published by Irem in 1986.
- Although it is an Irem game, the home ports were one of the more successful games released by Data East.
- All home versions of the game show screen shots from the graphically superior arcade version on the back of the cover.

3.7

NTSC-U

US Rarity: 3

King's Knight

Developer Bits Entertainment/Workss
Publisher Square
Release date (us) September 1989
Genre Shooter
Players 1 Player(s)

- Although featuring RPG elements, King's Knight is often incorrectly credited both as an RPG and as Square's first development. It was in fact developed by Workss. It was, however, Square's first North American release under their Redmond subsidiary Squaresoft, and their first release as an independent company.
- Nobuo Uematsu provided the musical score for King's Knight.

Kings of the Beach

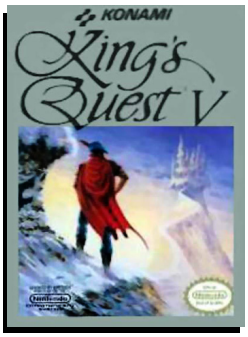
7.0

Developer	Konami/Electronic Arts
Publisher	Ultra
Release date	(us) January 1990
Genre	Sports
Players	1-4 Player(s) simultaneous

- Kings of the Beach is a beach volleyball computer game released by Electronic Arts in 1988 for the C64 and DOS.
- A version for the NES was produced by Konami (under the Ultra Games label) in 1990.
- The game features three modes of play; practice, match play and tournament.

NTSC-U

US Rarity: 2



King's Quest V: Absence Makes the Heart Go Yonder!

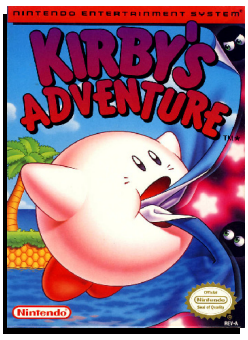
7.7

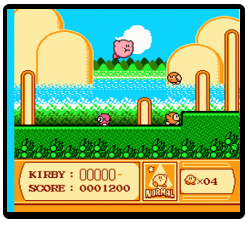
Developer	Novotrade/Sierra
Publisher	Konami
Release date	(us) June 1992
Genre	Adventure
Players	1 Player(s)

- In order to make the NES adaptation a bit more family-friendly and release it to stores everywhere, Nintendo of America had to follow its Video Game Content Guidelines requiring it to tone down violence, nudity, language, and religious themes in the games it released.

NTSC-U

US Rarity: 6





Kirby's Adventure

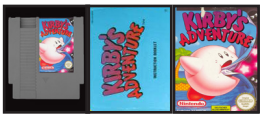
8.9

Developer	HAL Laboratory
Publisher	Nintendo/HAL Laboratory
Release date	(us) May 1993 (eur) December 9, 1993
Genre	Platformer
Players	1 Player(s)

- Kirby's Adventure was the second and last game to use Kirby's original design, albeit in color (the first to use the design was Kirby's Dream Land) and is the first game in the series for Kirby to gain his trademark colors (as the first game to feature him was in black and white).
- The game is the largest licensed NES game at 6 Mbit.

SCN

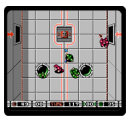
PAL



NTSC-U

SCN Rarity: 7
US Rarity: 4

5.4



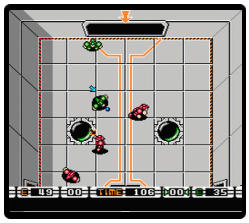
NTSC-U

US Rarity: 5

KlashBall

Developer SOFEL/Bitmap Brothers
Publisher SOFEL
Release date (us) July 1991
Genre Sports
Players 1-2 Player(s)

- Speedball is a video game series based on a violent futuristic cyberpunk sport that draws on elements of handball and ice hockey, and rewards violent play as well as goals.
- A player has control of only one outfield player on a team at any time.
- It was released for the NES as KlashBall.



3.4

SCN

PAL

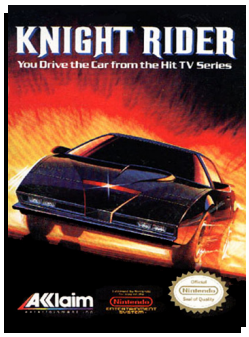
NTSC-U

US Rarity: 3

Knight Rider

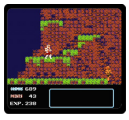
Developer Pack-In-Video
Publisher Acclaim
Release date (us) December 1989
(eur) July 27, 1990
Genre Racing
Players 1 Player(s)

- Knight Rider is very loosely based on the television show of the same name.
- Despite the non-violent premise of the television show, “Mission Mode” makes use of firearms as way to enhance play, similar to RoadBlasters.



5.6

PAL

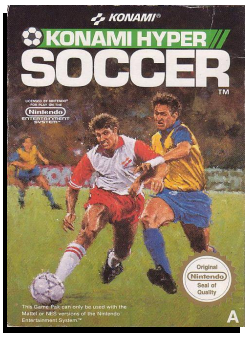


FRA Rarity: 7

The Knights of the Zodiac: The Legend of the Gold

Developer TOSE
Publisher Bandai
Release date (eur) 10 August 1987
Genre Role Playing
Players 1 Player(s)

- Les Chevaliers du Zodiaque: La Legende d’Or is a French version of the Famicom game, Saint Seiya: Ougon Densetsu.
- The game seems to follow the anime’s plotline exactly, which means it could get hard to keep track of the story if you doesn`t know the anime`s story.

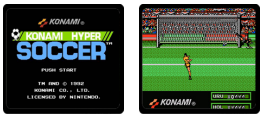


Konami Hyper Soccer

6.4

Developer Konami
Publisher Konami
Release date (eur) 1992
Genre Sports
Players 1 Player(s)

- Konami Hyper Soccer for the NES was Konami's first soccer game on a Nintendo console, and the predecessor to Konami's International Superstar Soccer and Winning Eleven series.
- Unusual for a sports game, there is no on-screen display of the game's score or the time remaining.
- The game was only released in Japan and Europe.



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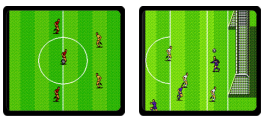
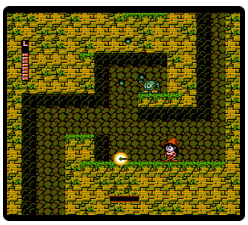


NOE Rarity: 7



The Krion Conquest

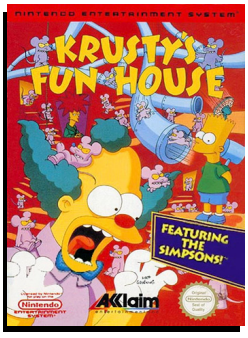
5.0

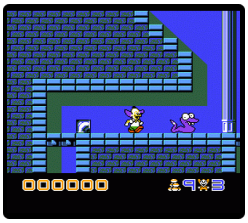
Developer Vic Tokai
Publisher Vic Tokai
Release date (us) January 1991
Genre Platformer
Players 1 Player(s)

- The North American version of this game, The Krion Conquest, excluded some features from its Japanese version, Magical Kids Doropie. Due to the perceived popularity of difficult video games in North America, Vic Tokai removed the "Continue" feature.
- The title was originally planned to be a licensed game based on the 1986 anime, The Wonderful Wizard of Oz.

NTSC-U

US Rarity: 5





Krusty's Fun House

5.6

Developer Fox Williams/ Acclaim/Audiogenic
Publisher Acclaim
Release date (us) September 1992
Genre Puzzle
Players 1 Player(s)

- Originally named Rat-Trap, it was developed by Fox Williams for the British software house Audiogenic, who licensed it to Acclaim Entertainment, the U.S.-based publishers of a range of games based on The Simpsons.
- The player directs small rats to an extermination area through complicated maze-like levels.

PAL

NTSC-U

US Rarity: 5

6.2

SCN

PAL

NTSC-U

US Rarity: 2

Kung-Fu Master

Developer	Irem/Nintendo
Publisher	Nintendo
Release date	(us) October 1985 (eur) April 15, 1987
Genre	Action
Players	1-2 Player(s) alternating

- Kung-Fu Master, is a 1984 beat 'em up arcade game, ported by Nintendo simply under the title "Kung Fu".
- The Japanese version was based on the Jackie Chan movie Wheels on Meals, known as Spartan X in Japan.
- The game is considered by many to be the first beat 'em up video game.

5.5

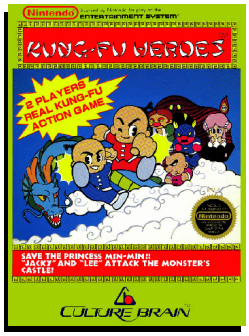
NTSC-U

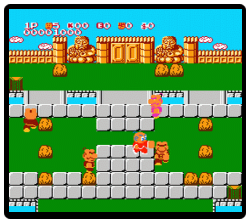
US Rarity: 5

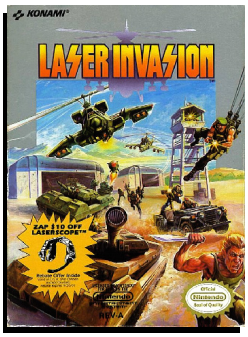
Kung-Fu Heroes

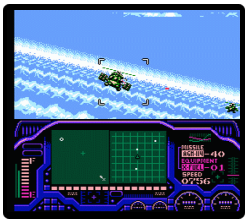
Developer	Culture Brain/Nihon Game
Publisher	Culture Brain
Release date	(us) March 1989
Genre	Action
Players	1-2 Player(s) simultaneous

- Kung-Fu Heroes is an NES port of the arcade game Chinese Hero, and unlike other titles in the series, it does not incorporate any role-playing video game elements in the gameplay.
- The player controls one of the characters, Jacky or Lee, and each level pits the player against countless enemy warriors.









Laser Invasion

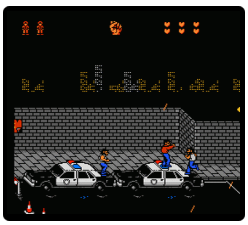
3.1

Developer	Konami
Publisher	Ultra
Release date	(us) June 1991
Genre	Light Gun
Players	1 Player(s)

- The player takes control of a military operative who pilots an attack helicopter in order to infiltrate various enemy bases and fulfill his mission.
- The game supports the standard NES controller, as well as the NES Zapper light gun and the LaserScope, a voice-activated headset controller Konami released for the NES that was compatible with all light gun games released for the system.

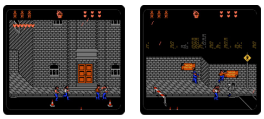
NTSC-U

US Rarity: 5



Last Action Hero

2.0

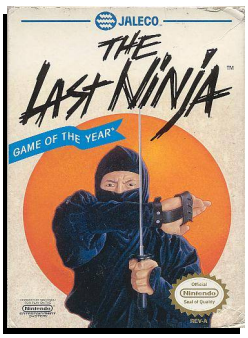


Developer	Teeny Weeny Games/Bits Studios
Publisher	Imagesoft
Release date	(us) October 1993
Genre	Action
Players	1 Player(s)

- All versions of the game faced an even poorer reception than the film it was based upon, receiving mostly negative reviews, due to its poor graphics, limited set of moves and repetitive gameplay.
- The NES version has an original element that none of the other versions have: a stage that portrays Danny Madigan's "version" of the classic Shakespeare play Hamlet.

NTSC-U

US Rarity: 6



The Last Ninja

6.2

Developer	Beam Software
Publisher	Jaleco
Release date	(us) February 1991
Genre	Adventure
Players	1 Player(s)

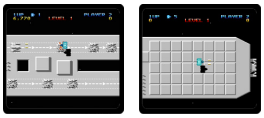
- The Last Ninja originally appeared on the Commodore 64 as The Last Ninja 2: Back with a Vengeance in 1988, the second installment of System 3's successful action-adventure trilogy.
- Beam Software's NES rendition of The Last Ninja is a direct port of The Last Ninja Remix, a slightly reworked version of The Last Ninja 2.

"nintendocomplete.com"

NTSC-U

US Rarity: 6

1.0



NTSC-U

US Rarity: 5

The Last Starfighter

Developer Graftgold
Publisher Mindscape
Release date (us) June 1990
Genre Shooter
Players 1-2 Player(s) alternating

- Uridium is a science fiction side-scrolling shoot ‘em up originally designed by Andrew Braybrook for the C64.
- Mindscape purchased a license to release a game based on the film The Last Starfighter. Rather than program a new game, however, Mindscape decided to take an easier route by recycling an older, relatively obscure game, Uridium. The title screen, sprites, and soundtrack were modified.

6.8

SCN

PAL

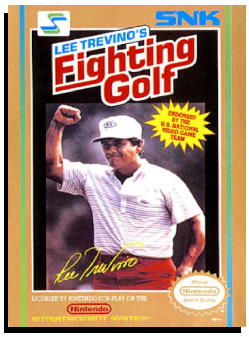
NTSC-U

US Rarity: 2

Lee Trevino’s Fighting Golf

Developer SNK
Publisher SNK
Release date (us) September 1988
(eur) May 18, 1990
Genre Sports
Players 1-4 Player(s) alternating

- Lee Trevino’s Fighting Golf is a one to four-player NES/arcade game released by SNK in 1988.
- Gameplay is relatively simplistic, but was on par with video games of the period. The player has to avoid sand traps, water hazards, rough ground and trees.



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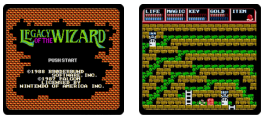
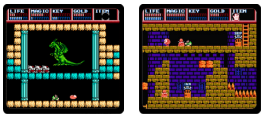




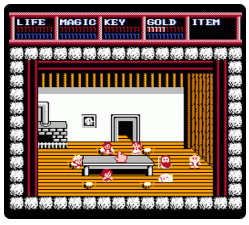
NTSC-U

US Rarity: 3

Legacy of the Wizard

Developer Falcom/Quintet
Publisher Brøderbund
Release date (us) April 1989
Genre Adventure
Players 1 Player(s)

- The game is an installment in Falcom’s Dragon Slayer series, named Dragon Slayer IV in Japan, and one of only three Dragon Slayer games to make it to the United States.
- The game was an early example of an open-world, non-linear action RPG, combining action-RPG gameplay with “Metroidvania” style action-adventure elements.



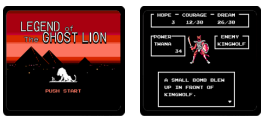
Legend of the Ghost Lion

Developer Kemco
Publisher Kemco
Release date (us) October 1992
Genre Role Playing
Players 1 Player(s)

- Ghost Lion is a traditional Japanese RPG on the NES.
- The game is based on a movie, Pyramid no Kanata ni: White Lion Densetsu, and features several of the same characters.
- The graphics have a very similar style to that of the early Dragon Quest games and the game also borrows sprites from previous RPGs for the NES, such as Final Fantasy.

"giantbomb.com"

5.4



NTSC-U

US Rarity: 5

The Legend of Kage

Developer Taito/TOSE
Publisher Taito
Release date (us) August 1987
Genre Action
Players 1-2 Player(s) alternating

- The player takes role of the young Iga ninja named Kage on the mission to rescue Princess Kiri from the villains Yoshi and Yuki.
- A follow-up game was developed by Lancarse for the Nintendo DS, and published by Taito in 2008. Taito's parent company, Square Enix, published a North American localization of the game later that year.

4.4

NTSC-U

US Rarity: 3

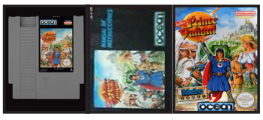
The Legend of Prince Valiant

Developer King Features/Ocean
Publisher Ocean
Release date (eur) 1992
Genre Action adventure
Players 1 Player(s)

- The game is licensed from the television cartoon series of the same name which in turn is based on an older comic series. The game tells the story of Valiant's search for Camelot at the beginning of season one.
- The player controls Valiant, enabling him to walk, jump, and throw things at opponents.

5.0

PAL



UKV Rarity: 6

9.1

SCN

PAL

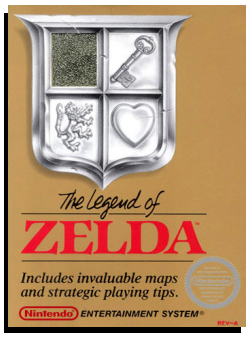
NTSC-U

SCN Rarity: 2
US Rarity: 1

The Legend of Zelda

Developer	Nintendo R&D4
Publisher	Nintendo
Release date	(us) August 22, 1987 (eur) November 15, 1987
Genre	Action adventure
Players	1 Player(s)

- The Legend of Zelda was first released in Japan as a launch title for the Famicom Disk System peripheral.
- The Legend of Zelda was a bestseller for Nintendo, selling over 6.5 million copies. It's often featured in lists of games considered the greatest or most influential and is considered a spiritual forerunner of the role-playing video game.



7.3

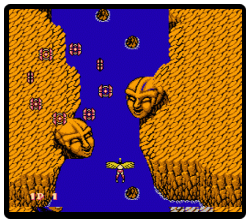
NTSC-U

US Rarity: 3

Legendary Wings

Developer	Capcom
Publisher	Capcom
Release date	(us) July 1988
Genre	Shooter
Players	1-2 Player(s) simultaneous

- Legendary Wings is a fantasy-themed shoot-'em-up game released by Capcom as a coin-operated video game in 1986. A home version for the Nintendo Entertainment System was released exclusively in North America in 1988.
- The player takes control of a young soldier equipped with magical wings who must save the world from a malfunctioning supercomputer.



3.0

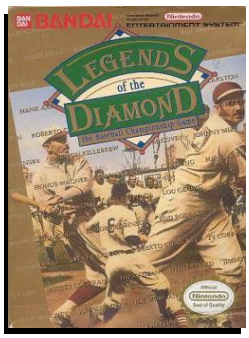
NTSC-U

US Rarity: 5

Legends of the Diamond

Developer	Tose
Publisher	Bandai
Release date	(us) January 1992
Genre	Sports
Players	1-2 Player(s) simultaneous

- The game features playable simulations of 30 famous Major League Baseball players, including Babe Ruth and Lou Gehrig. It offers an exhibition game mode and a tournament mode.
- Unlike many baseball simulations, the player also controls all fielding (infield and outfield ball retrieval).



Lemmings

Developer	Ocean
Publisher	Sunsoft
Release date	(us) November 1992 (eur) May 19, 1993
Genre	Puzzle
Players	1 Player(s)

- Lemmings is originally developed by DMA Design and published by Psygnosis for the Amiga in 1991.
- Lemmings was one of the best received video games of the early 1990s era. The popularity of the game led to development of its numerous ports to other systems and the creation of several sequels, remakes and spin-offs.

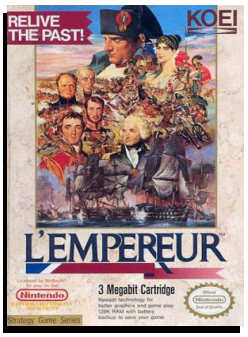
6.7

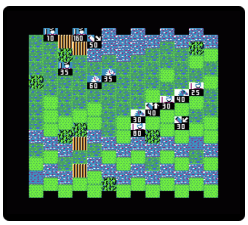
SCN

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 6





L'Empereur

Developer	Koei
Publisher	Koei
Release date	(us) November 1991
Genre	Strategy
Players	1 Player(s)

- The user controls Napoleon Bonaparte during the Napoleonic Wars of the late 18th and early 19th Centuries. The goal is to conquer Europe. The user can lead armies, act as mayor of cities, and depending on the level achieved, engage in diplomacy with other nations. This historically accurate game reproduces many historical figures and the militaries of Europe with great detail.

5.3

NTSC-U

US Rarity: 6

Lethal Weapon

Developer	Eurocom/Ocean
Publisher	Ocean
Release date	(us) April 1993
Genre	Action
Players	1 Player(s)

- Lethal Weapon was released in conjunction with the movie Lethal Weapon 3.
- The game is a side-scroller, in which the player chooses one of the police partners and battles it out with criminals around the city and surrounding area.
- It has minimal music and sparse interesting scenery.

5.0

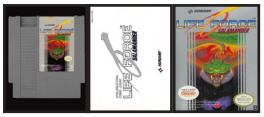
PAL

NTSC-U

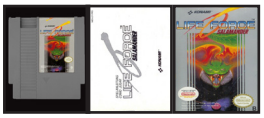
US Rarity: 5

8.5

SCN



PAL



NTSC-U

US Rarity: 3

Life Force

Developer	Konami/SPS
Publisher	Konami
Release date	(us) August 1988 (eur) 1988
Genre	Shooter
Players	1-2 Player(s) simultaneous

- Salamander, retitled Life Force in North America and in the Japanese arcade re-release, is a scrolling shooter arcade game. The European version is called Life Force Salamander.
- The game is a spin-off to Gradius.
- The game make use of the Konami Code, which in this instance increases the number of lives from three to 30.

8.8

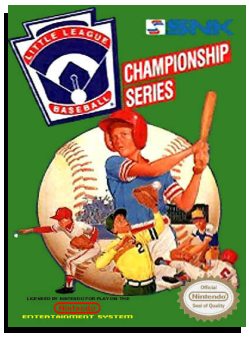
NTSC-U

US Rarity: 4

Little League Baseball: Championship Series

Developer	SNK
Publisher	SNK
Release date	(us) July 1990
Genre	Sports
Players	1-2 Player(s) simultaneous

- The player gets a choice between 16 Little League Baseball teams from around the world; ranging from Texas to Taipei.
- While the actual cartridge is still common today through video game collectors and Internet hobbyist sites, the original game box and instruction manual are have an “average” level of rarity and are harder to find.



7.9

SCN

PAL

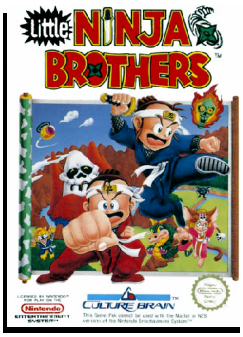
NTSC-U

SCN Rarity: 4
US Rarity: 3

Little Nemo: The Dream Master

Developer	Capcom
Publisher	Capcom
Release date	(us) September 1990 (eur) December 12, 1991
Genre	Platformer
Players	1 Player(s)

- Little Nemo: The Dream Master is based on the Japanese animated film, Little Nemo: Adventures in Slumberland from Tokyo Movie Shinsha, which itself is based on the comic strip Little Nemo in Slumberland by Winsor McCay.
- The game’s music was composed by Junko Tamiya, credited in the game as “Gonzou”.



Little Ninja Brothers

8.3

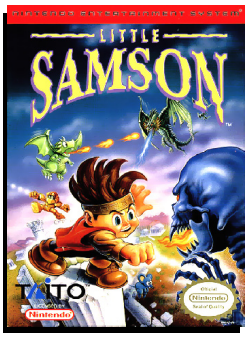
Developer	Culture Brain
Publisher	Culture Brain
Release date	(us) December 1990
Genre	Role Playing
Players	1-2 Player(s) simultaneous

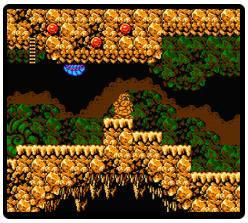
- Little Ninja Brothers is the first game in the Super Chinese series to feature role-playing video game elements, an addition to the series that would continue into the other games.
- The plot follows two young ninjas, Jack and Ryu, attempting to find out the mysterious reason for the invasion of Chinaland by Blu Boltar.

PAL

NTSC-U

US Rarity: 6





Little Samson

8.5

Developer	Takeru
Publisher	Taito
Release date	(us) November 1992 (eur) March 18, 1993
Genre	Action
Players	1 Player(s)

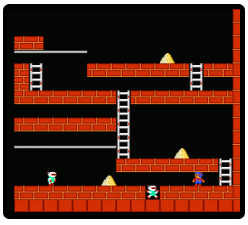
- Taito released the game at the height of the platformer genre's success, hoping to finally achieve a solid hit on the system with a proven formula, the same way Hudson Soft had done with their Adventure Island series and Capcom with their Mega Man titles. However, the game did not sell well upon release and is today unknown to most gamers. It was notable for having highly detailed graphics.

SCN

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 7

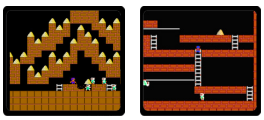


Lode Runner

5.8

Developer	Hudson Soft/Brøderbund
Publisher	Brøderbund
Release date	(us) September 1987
Genre	Arcade
Players	1-2 Player(s) alternating

- The prototype of what later became Lode Runner was a game developed by Douglas E. Smith of Renton, Washington, who at the time was an architecture student.
- It is one of the first games to include a level editor tool for players to create their own levels.
- The object is to collect all the gold in a level then get to the exit at the top of the level.



NTSC-U

US Rarity: 4

5.8

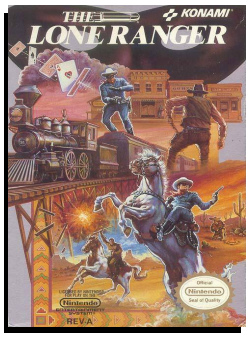
NTSC-U

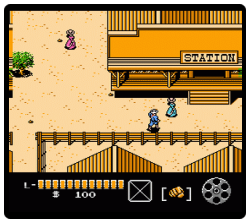
US Rarity: 6

The Lone Ranger

Developer Konami
Publisher Konami
Release date (us) August 1991
Genre Action
Players 1 Player(s)

- The game is based on The Lone Ranger radio and TV franchise, the latter which was still rerunning in syndication when the game was released.
- The player takes the role of the Lone Ranger himself as he engages against outlaws in side-scrolling, overhead, and even first-person segments.





6.3

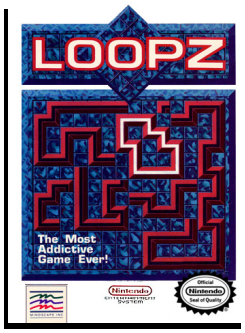
NTSC-U

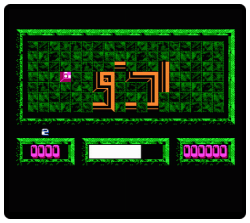
US Rarity: 4

Loopz

Developer B.I.T.S./Audiogenic Software
Publisher Mindscape
Release date (us) October 1990
Genre Puzzle
Players 1-2 Player(s) alternating

- Loopz is a puzzle video game originally designed and programmed by Ian Upton for the Atari ST in 1989.
- The main focus on the playing board where random pieces of different shapes are presented to the player. The player must then try to make loops out of them. Once a loop is completed, all pieces involved disappear.





7.8

PAL

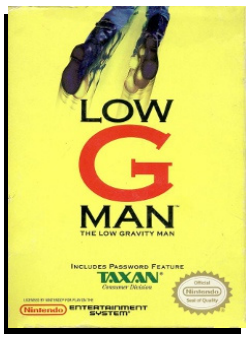
NTSC-U

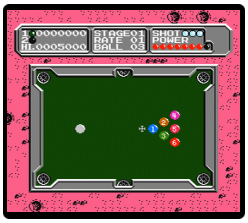
US Rarity: 4

Low G Man: The Low Gravity Man

Developer KID
Publisher Taxan
Release date (us) September 1990
Genre Action
Players 1 Player(s)

- This video game was unusual for a science fiction game in that rather than the usual laser gun weapon, the player had a freeze ray that did no damage to enemies; once they were frozen, the player had to stab them from the top or bottom with an extending spear.
- The name of the game derives from the protagonist's high-powered jumping.





Lunar Pool

5.6

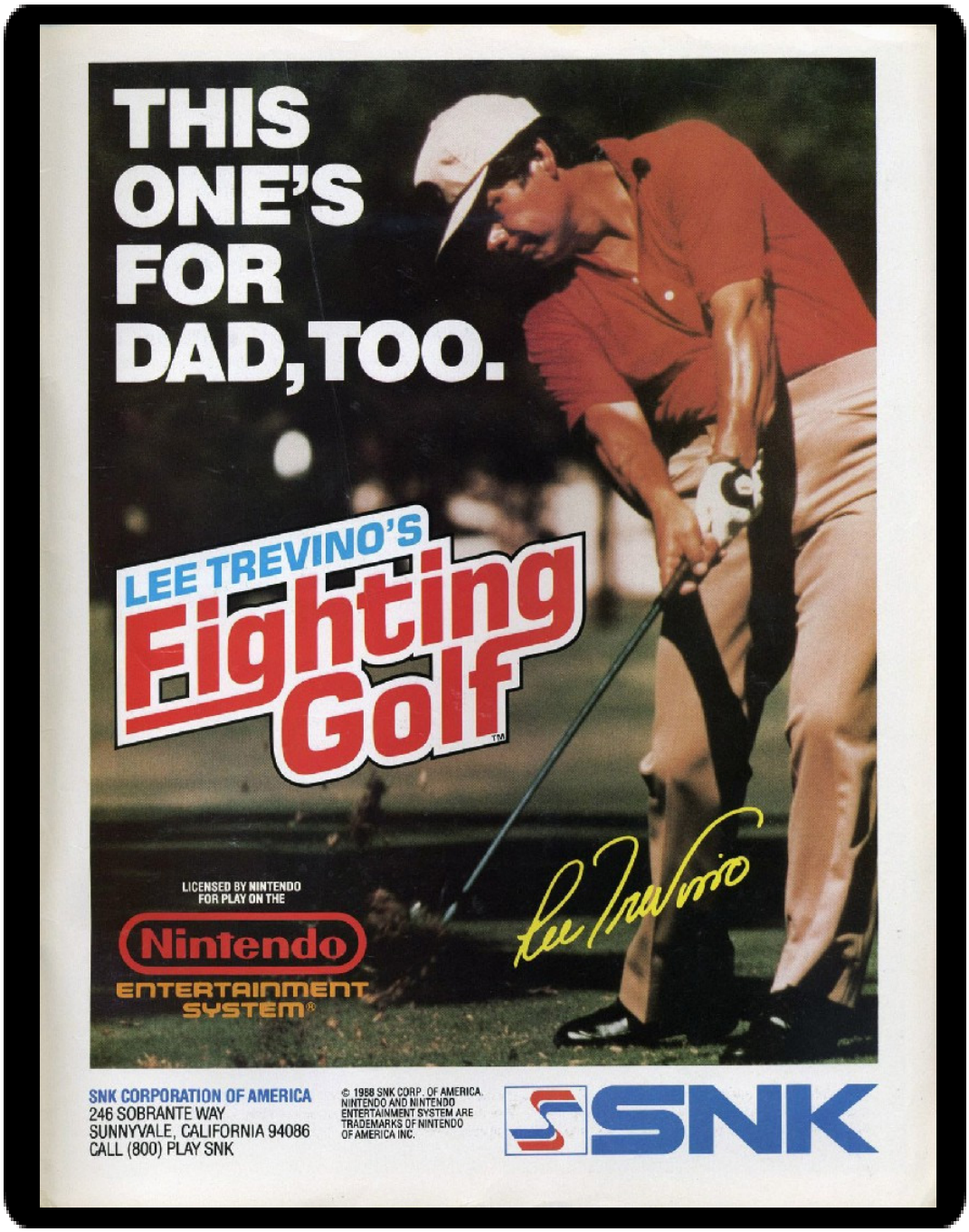
Developer	Compile
Publisher	FCI
Release date	(us) October 1987
Genre	Sports
Players	1-2 Player(s) alternating

- Lunar Pool is a rough simulation of pool combined with aspects of miniature golf, in which each stage is a differently shaped pool table. The object is to knock each ball into a pocket using a cue ball.
- Lunar Pool can either be played alone, against another player, or against the computer.

PAL

NTSC-U

US Rarity: 3



8.2

SCN

PAL

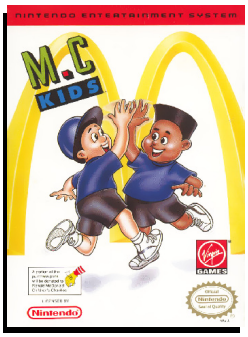
NTSC-U

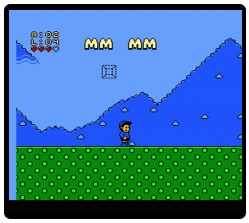
US Rarity: 5
SCN Rarity: 6

M.C. Kids

Developer Virgin Interactive
Publisher Virgin Interactive (NA)/Ocean Software (EU)
Release date (us) February 1992
(eur) May 19, 1993
Genre Platformer
Players 1-2 Player(s) alternating

- M.C. Kids is released in Europe as McDonaldland.
- The game were criticized for advertising the McDonald's fast food restaurant chain but have been regarded as cult classics ever since.
- There is a "quit" code. Press start, then select and hold them both for 3 seconds.





6.0

NTSC-U

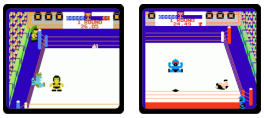
US Rarity: 5

M.U.L.E.

Developer Ozark Softscape
Publisher Mindscape
Release date (us) September 1990
Genre Strategy
Players 1-4 Player(s) alternating

- M.U.L.E. is a seminal multiplayer video game by Ozark Softscape and originally written for the Atari 400/800.
- Roy Glover composed the music on the C64 version which was ported to all the other consoles including the NES version.
- While it plays like a strategy game, it incorporates aspects that simulate economics.

4.7



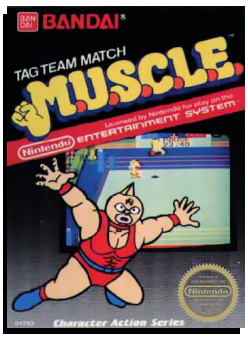
NTSC-U

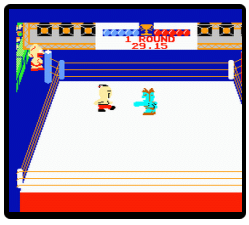
US Rarity: 4

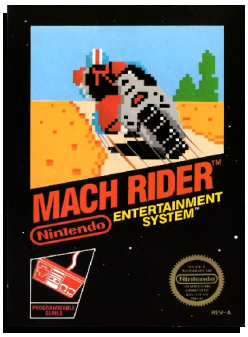
M.U.S.C.L.E.

Developer TOSE
Publisher Bandai
Release date (us) October 1986
Genre Action
Players 1-2 Player(s) simultaneous

- M.U.S.C.L.E. is based on the Japanese animation series Kinkeshi which in turn is based upon Kinnikuman.
- The game's full title is Tag Team Match M.U.S.C.L.E..
- It has eight playable characters, each with his own special move.
- Seanbaby reviewed it as one of the 20 worst games on NES.







Mach Rider

4.9

Developer	Nintendo R&D2
Publisher	Nintendo
Release date	(us) October 18, 1985 (eur) March 15, 1987
Genre	Racing
Players	1 Player(s)

- Mach Rider takes place in the year 2112, and planet Earth has been invaded by evil forces known as Quadrunners. The player controls Mach Rider, who travels from sector to sector on a motorcycle, destroying the enemies in his path.
- Back in 1972, Mach Rider was originally released as a plastic race car or hot rod toy also by Nintendo.

SCN

PAL

NTSC-U

SCN Rarity: 4
US Rarity: 2

Mad Max

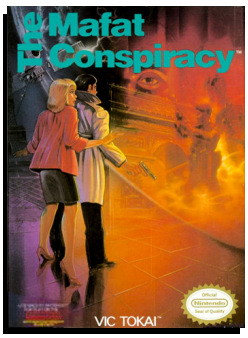
4.0

Developer	Mindscape
Publisher	Mindscape
Release date	(us) July 1990
Genre	Action
Players	1 Player(s)

- The game is based on the 1981 Australian film Mad Max 2.
- The object is to survive life after the end of the world by battling survivalists and collecting valuable food, water, gasoline, and money in order to continue racing into the desert wasteland that lies beyond.
- The game is played in a top-down view.

NTSC-U

US Rarity: 4



The Mafat Conspiracy

9.0

Developer	Aicom
Publisher	Vic Tokai
Release date	(us) June 1990
Genre	Action adventure
Players	1 Player(s)

- The Mafat Conspiracy is the sequel to Golgo 13: Top Secret Episode.
- The action in this game takes place on five different types of screens: horizontally scrolling action, stationary action, driving a Ferrari, maze navigating, and sniper rifle shooting.

NTSC-U

US Rarity: 3

5.6

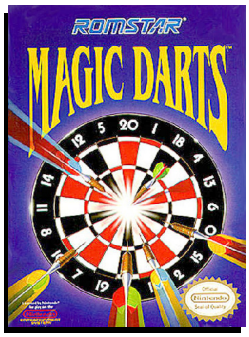
NTSC-U

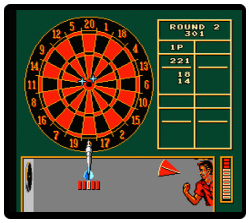
US Rarity: 5

Magic Darts

Developer Romstar
Publisher Romstar
Release date (us) September 1991
Genre Sports
Players 1-4 Player(s) alternating

- Magic Darts is a 1991 darts game.
- The player can choose from 12 characters and play various dart games including 301, 501, 701, Count Up, Round the Clock, and Half It.
- Up to four players can compete.





3.4

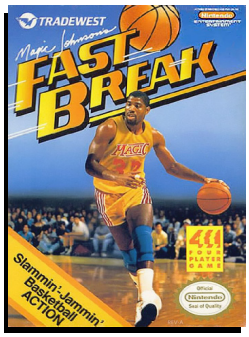
NTSC-U

US Rarity: 3

Magic Johnson's Fast Break

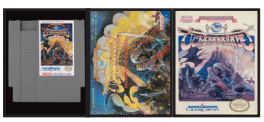
Developer Software Creations
Publisher Tradewest
Release date (us) March 1990
Genre Sports
Players 1-4 Player(s) simultaneous

- Magic Johnson's Fast Break features the name and likeness of Los Angeles Lakers point guard Earvin "Magic" Johnson Jr., and was endorsed by PepsiCo.
- The NES version is one of a handful of NES software titles to support three- and four-player simultaneous play. The multiplayer modes allow competition in single games, but there is no tournament play.



9.2

NTSC-U

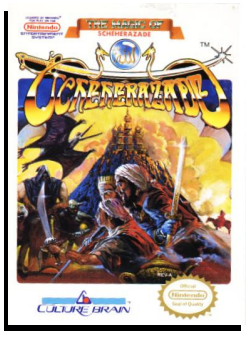


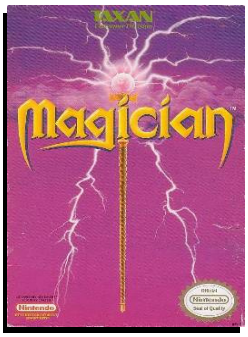
US Rarity: 3

The Magic of Scheherazade

Developer Culture Brain
Publisher Culture Brain
Release date (us) December 1989
Genre Adventure
Players 1 Player(s)

- The player attempts to rescue Princess Scheherazade from the evil wizard Sabaron.
- The game was innovative for its time, incorporating elements of action-adventure and RPG styles.
- As late as 1990, plans were in the works for a sequel, but none was ever released.





Magician

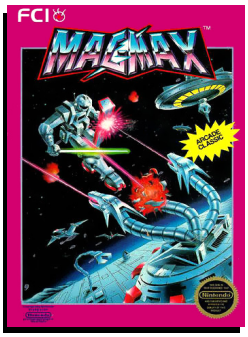
6.5

Developer Eurocom
Publisher Taxan
Release date (us) February 1991
Genre Adventure
Players 1 Player(s)

- The player character Paul sets out with some food, water, and money. The player must navigate him through puzzles and mazes in order to acquire more items, which allow Paul to learn more spells, and weapons, which allow him to cast certain spells or shield himself.
- The game uses a battery-backed save system, which allows the player to save their progress at any time.

NTSC-U

US Rarity: 5



MagMax

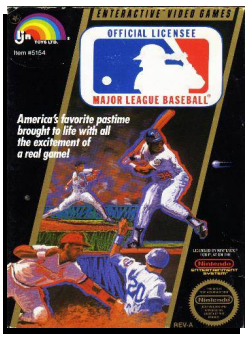
3.0

Developer Nihon Bussan
Publisher FCI
Release date (us) October 1988
Genre Shooter
Players 1-2 Player(s) alternating

- Mag Max is an arcade game developed by Nichibutsu in 1985.
- A horizontal scrolling shooter, players controlled the title hover ship in an attempt to completely construct the ship into a giant robot and to destroy any enemies attempting to stop it.
- The game was Nihon Bussan's first NES title.

NTSC-U

US Rarity: 3



Major League Baseball

3.0

Developer Atlus/Enteractive
Publisher LJN
Release date (us) April 1988
Genre Sports
Players 1-2 Player(s) simultaneous

- Major League Baseball is notable for being one of the first video games licensed by Major League Baseball, although it was not endorsed by the Major League Baseball Players Association.
- The graphics themselves were considered to be three-dimensional given the constraints of the technology at the time.

NTSC-U

US Rarity: 2

8.9

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 4

Maniac Mansion

Developer Lucasfilm Games
Publisher Jaleco
Release date (us) September 1990
(eur) October 22, 1992
Genre Adventure
Players 1 Player(s)

- Lucasfilm Games used a modified version of the SCUMM engine titled “NES SCUMM” for the port. Crockford noted that “one of the main differences between the NES and PCs is that the NES can do certain things much faster”.
- The studio had to completely redraw the game’s graphics to conform with the NES’s display resolution requirements.

6.2

NTSC-U

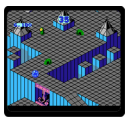
US Rarity: 5

Mappy-Land

Developer TOSE
Publisher Taxan
Release date (us) April 1989
Genre Arcade
Players 1 Player(s)

- Mappy-Land is a video game console-only sequel to the 1983 Namco/Midway arcade game Mappy.
- In this game, Mappy the Mouse has been given an extended family, including his girlfriend, “Mapico the Mouse” and his son, “Junior the Mouse.” However, Goro and his Mewkie thugs are back and trying to stop Mappy from making a new life.

7.5



PAL

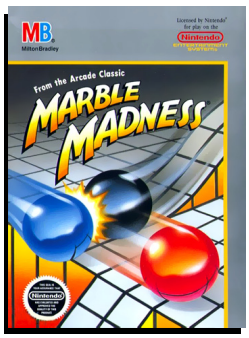
NTSC-U

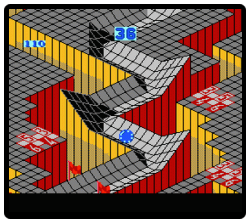
US Rarity: 3

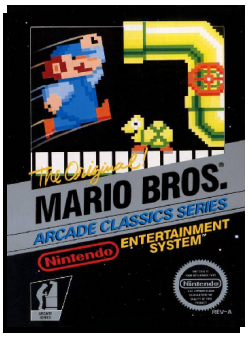
Marble Madness

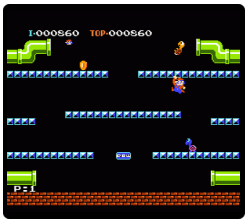
Developer Rare
Publisher Milton Bradley Company
Release date (us) March 1989
Genre Arcade
Players 1-2 Player(s) simultaneous

- Marble Madness is an arcade video game designed by Mark Cerny, and published by Atari Games in 1984.
- The game is a platform game in which the player must guide an onscreen marble through six courses, populated with obstacles and enemies, within a time limit.
- The audio conversion was done by David Wise.









Mario Bros.

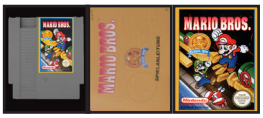
Developer	Nintendo
Publisher	Nintendo
Release date	(us) June 1986 (eur) September 1, 1986
Genre	Platformer
Players	1-2 Player(s) simultaneous

- Mario Bros. was created by Shigeru Miyamoto and Guipei Yokoi two of the lead developers for Donkey Kong.
- The game introduced Mario's brother, Luigi, who was created for the multiplayer mode by doing a palette swap of Mario.
- Despite its innovations, Mario Bros. was not a major success in North America due to the video game crash in 1983.

6.6

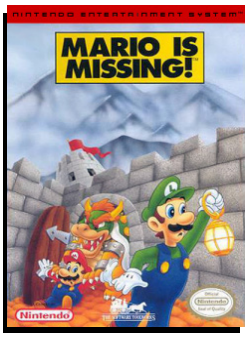
SCN

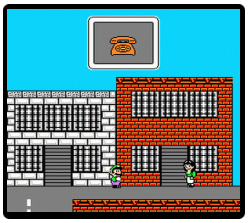
PAL



NTSC-U

US Rarity: 5





Mario Is Missing!

Developer	Radical Entertainment
Publisher	Software Toolworks/Mindscape
Release date	(us) July 1993
Genre	Educational
Players	1 Player(s)

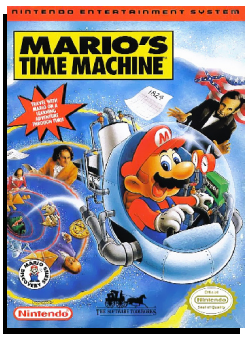
- Mario Is Missing! is a geography-based game.
- It features very similar sprites to those of Super Mario World and Super Mario Bros. 3.
- Mario Is Missing! is the first Mario game to feature only Luigi as the starring character, which did not occur again until Luigi's Mansion in 2001.

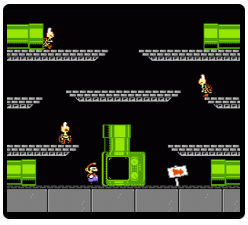
2.1

PAL

NTSC-U

US Rarity: 6





Mario's Time Machine

Developer	Radical Entertainment
Publisher	Software Toolworks/Mindscape
Release date	(us) June 1994
Genre	Educational
Players	1 Player(s)

- Mario's Time Machine focuses on teaching human history.
- The player assumes the role of Mario, who uses a time machine to return various artifacts, which had been stolen by Bowser, to their correct points in time.
- Despite the presence of enemies, Mario cannot lose lives or even take damage, so obtaining a game over is impossible.

1.9

NTSC-U

US Rarity: 6

Mechanized Attack

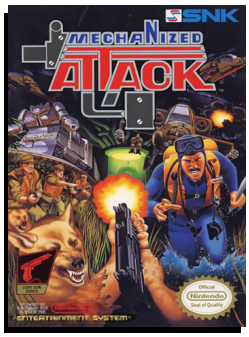
4.0

NTSC-U

US Rarity: 5

Developer	SNK
Publisher	SNK
Release date	(us) June 1990
Genre	Light Gun
Players	1 Player(s)

- Inspired by Operation Wolf, Mechanized Attack puts the player up against an army of Terminator-like robots, disguised by a covering of skin.
- The NES version has an actual nude code for one screen in the game. On the System Construction Screen, the player can cause a female figure to undress herself by certain inputs.



Mega Man

7.9

SCN

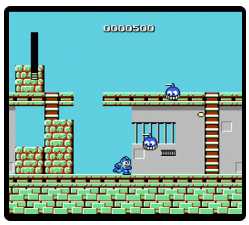
PAL

NTSC-U

US Rarity: 3

Developer	Capcom
Publisher	Capcom
Release date	(us) December 1987 (eur) December 13, 1989
Genre	Action platformer
Players	1 Player(s)

- Mega Man is known as Rockman in Japan.
- Mega Man was produced by a small team specifically for the home console market, a first for Capcom, who previously focused on arcade titles.
- While Mega Man's release sales were low overall, they were higher than Capcom's expectations.



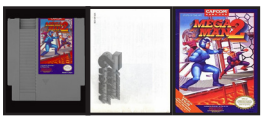
Mega Man 2

8.9

SCN

PAL

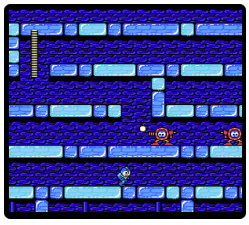
NTSC-U

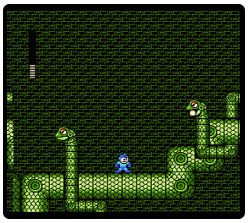


US Rarity: 2

Developer	Capcom
Publisher	Capcom
Release date	(us) June 1989 (eur) December 14, 1990
Genre	Action platformer
Players	1 Player(s)

- Mega Man 2 features graphical and gameplay changes from the first Mega Man game, many of which have remained throughout the series.Takashi Tateishi composed the soundtrack.
- With more than 1.5 million copies sold, the game is the best-selling Mega Man title.





Mega Man 3

Developer	Capcom
Publisher	Capcom
Release date	(us) November 1990 (eur) February 20, 1992
Genre	Action platformer
Players	1 Player(s)

- Development on Mega Man 3 began at Capcom over a year after the release of Mega Man 2. The lead supervisor for the first two games quit his job at the company during that gap of time.
- Many of the features introduced in Mega Man 3 have been carried on by the series, like Rush and the ability to slide.

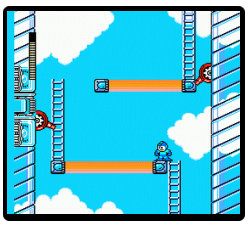
8.8

SCN

PAL

NTSC-U

SCN Rarity: 5
US Rarity: 2



Mega Man 4

Developer	Capcom
Publisher	Capcom
Release date	(us) January 1992 (eur) January 21, 1993
Genre	Action platformer
Players	1 Player(s)

- Despite Mega Man 4 receiving positive critical reviews during its early 1990s release, the game is widely regarded today to represent a downward shift from the quality of the first three games in the series.
- Mega Man 4 was the first game in the series for Hayato Kaji, credited as “K. Hayato”.

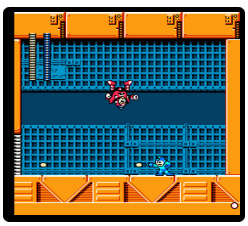
7.6

SCN

PAL

NTSC-U

SCN Rarity: 5
US Rarity: 3



Mega Man 5

Developer	Capcom
Publisher	Capcom
Release date	(us) December 1992 (eur) November 18, 1993
Genre	Action platformer
Players	1 Player(s)

- As with previous titles in the series, the eight Robot Master bosses in Mega Man 5 are a result of fans sending in their own designs to Capcom.Capcom received over 130,000 character submissions for the game.
- The musical score of Mega Man 5 was composed by Mari Yamaguchi, credited as “Mari”.

7.8

SCN

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 5

7.4

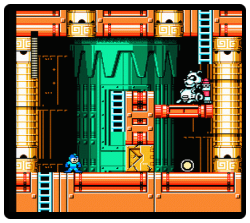
NTSC-U

US Rarity: 4

Mega Man 6

Developer Capcom
Publisher Nintendo
Release date (us) March 1994
Genre Action platformer
Players 1 Player(s)

- Its first PAL region release was 2013 for the 3DS Virtual Console, nearly twenty years after the game's first release.
- Due to the declining support of the NES and the growing presence of the newer and more powerful SNES, Capcom decided not to publish Mega Man 6 in North America. The North American version of Mega Man 6 was released by Nintendo of America instead.



7.0

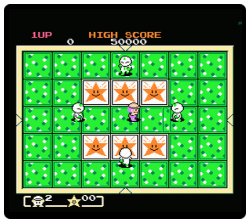
NTSC-U

US Rarity: 4

Mendel Palace

Developer Game Freak/KID
Publisher Hudson Soft
Release date (us) October 1990
Genre Arcade
Players 1-2 Player(s) simultaneous

- Mendel Palace was Game Freak's debut title, and the first game designed by Satoshi Tajiri.
- The game can be played by a single player, or by two players co-operatively.
- In this game, the player must run around a series of rooms and flip the tiles on the floors to push the enemies into walls and blocks.



7.0

SCN

PAL

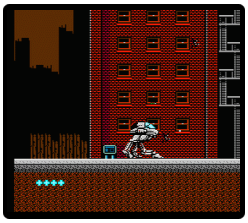
NTSC-U

US Rarity: 3

Metal Gear

Developer Konami
Publisher Ultra
Release date (us) June 1988
(eur) 1988
Genre Action adventure
Players 1 Player(s)

- Metal Gear is an overhead military action-adventure stealth video game originally released in 1987 for the MSX2. A heavily altered port was produced for the Famicom/NES without Kojima's involvement.
- Considered to be the progenitor of the stealth game genre, it was also the first video game designed by Hideo Kojima.

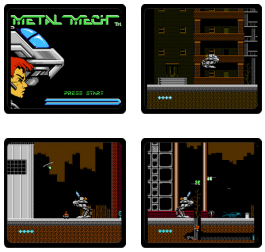


Metal Mech

3.0

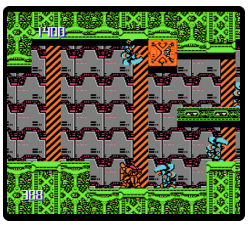
Developer Sculptured Software
Publisher Jaleco
Release date (us) March 1991
Genre Action
Players 1 Player(s)

- The player controls the driver of a vehicle that is similar to the ED-209 of the RoboCop franchise.
- While the cart is relatively common, the box and the instruction manual are classified as having an “average” level of rarity.
- Paul Webb (Super Star Wars on SNES) composed the music in the game.



NTSC-U

US Rarity: 4

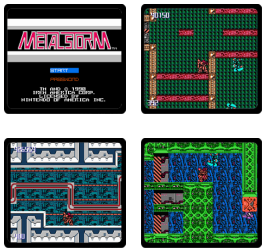


Metal Storm

8.3

Developer Tamtex
Publisher Irem
Release date (us) February 1991
Genre Action
Players 1 Player(s)

- Although the NES does not directly support parallax scrolling, programmers continuously redrew the tiles making up the game’s backgrounds in order to animate them scrolling at a different rate than the foreground, giving an illusion of depth.



NTSC-U

US Rarity: 5

Metroid

7.4

Developer Nintendo R&D1/Intelligent Systems
Publisher Nintendo
Release date (us) August 1986
(eur) January 15, 1988
Genre Action adventure
Players 1 Player(s)

- Metroid was produced by Gunpei Yokoi, directed by Satoru Okada and Yoshio Sakamoto, and had music composed by Hirokazu Tanaka.
- The name Metroid, is a portmanteau of the words “metro” and “android”.

SCN

PAL

NTSC-U

US Rarity: 3

Michael Andretti's World GP

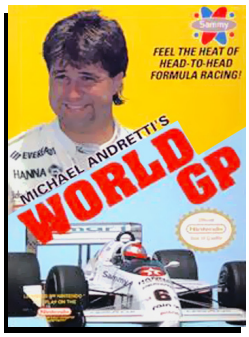
6.0

NTSC-U

US Rarity: 4

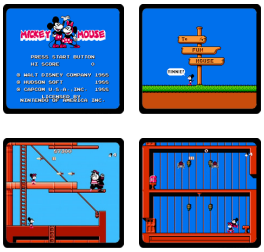
Developer	Human Entertainment
Publisher	American Sammy
Release date	(us) June 1990
Genre	Racing
Players	1-2 Player(s) simultaneous

- Michael Andretti's World GP starred American IndyCar driver Michael Andretti.
- It was the first NES racing game to feature an entire field of real-life drivers, and rather accurately depicted the sixteen circuits on the Formula One schedule.
- Four different cars were featured in the game. Each had a unique pitch, and slightly varying top speeds.



Mickey Mousecapade

4.7

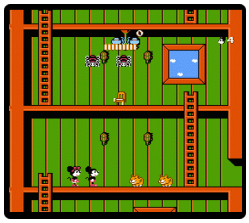


NTSC-U

US Rarity: 3

Developer	Hudson Soft
Publisher	Capcom
Release date	(us) October 1988
Genre	Platformer
Players	1 Player(s)

- The game was Capcom's first venture into what became a successful trademark of making Nintendo games based on popular Disney characters. This is the only Capcom/Disney title that was not developed by Capcom and the game contains several sprites lifted from other Hudson Soft games.
- A Hidden Mickey can be found embedded in the circuit board when the game cartridge is opened.



Mickey's Adventures in Numberland

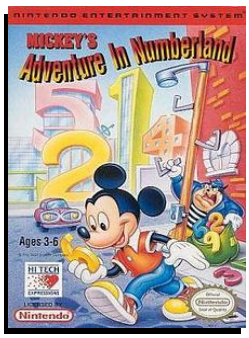
4.0

NTSC-U

US Rarity: 6

Developer	Beam Software
Publisher	Hi Tech Expressions
Release date	(us) March 1994
Genre	Edutainment
Players	1 Player(s)

- In this game, Mickey must collect all of the numbers from one to ten in order prevent the evil Pete from completely robbing Numberland.
- There are three difficulty levels; players can only "die" on the hardest difficulty level. The hardest mode of the video game also has a secondary function: to teach children about the basics of playing side-scrolling platform video games.

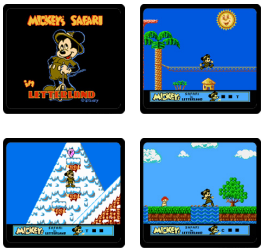


Mickey's Safari in Letterland

Developer	Beam Software
Publisher	Hi Tech Expressions
Release date	(us) March 1993
Genre	Edutainment
Players	1 Player(s)

- In this game, Mickey must collect all of the letters of the alphabet for his museum by going to six different territories.
- There are three levels of difficulty.
- This video game is intended for preschoolers and toddlers. Basic literacy skills are taught in this side-scrolling video game.

5.2



NTSC-U

US Rarity: 5

Might and Magic Book One: The Secret of the Inner Sanctum

Developer	G-Amusements/New World Computing
Publisher	American Sammy
Release date	(us) August 1992
Genre	Role playing
Players	1 Player(s)

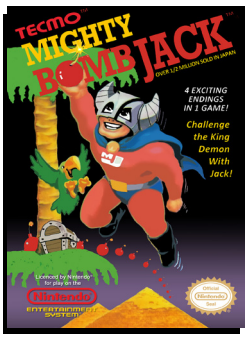
- The game is the first game in the Might and Magic series. The original Apple II version of the game was written almost single-handedly by Jon Van Caneghem over three years.
- The port of the NES version of Might and Magic included updated graphics, a soundtrack by Masaharu Iwata, and a more user-friendly interface, especially for the battles.

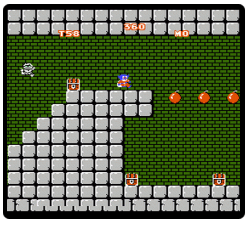
7.0

NTSC-U

US Rarity: 6

Mighty Bomb Jack

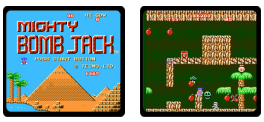




Developer	Tecmo
Publisher	Tecmo
Release date	(us) May 1987
Genre	Arcade
Players	1 Player(s)

- Mighty Bomb Jack was a 1986 arcade game.
- Within PAL-A regions, the NES version was only released in Australia.
- The hero of the game, Jack, must make his way through 16 levels of a pyramid in order to defeat the demon Belzebut and rescue the royal Pamera family.

4.0



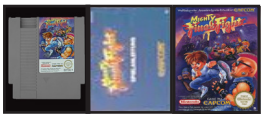
PAL

NTSC-U

US Rarity: 4

8.4

PAL



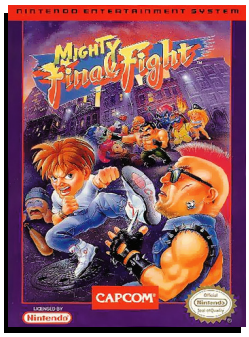
NTSC-U

US Rarity: 5

Mighty Final Fight

Developer Capcom
Publisher Capcom
Release date (us) July 1993
Genre Beat ‘em up
Players 1 Player(s)

- Mighty Final Fight is a spinoff of Capcom’s 1989 arcade game Final Fight, which was previously ported to the SNES. But unlike the original game and its SNES ports, the characters in this edition are depicted in a comical childlike “super deformed” or “chibi” art style.
- Unlike the original arcade game, Mighty Final Fight can only be played by a single player.



9.2

SCN

PAL

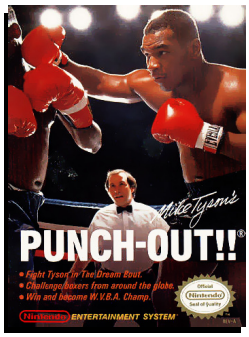
NTSC-U

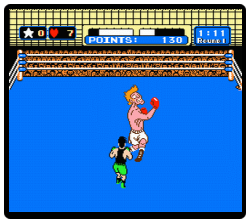
US Rarity: 3

Mike Tyson’s Punch-Out!!

Developer Nintendo R&D3
Publisher Nintendo
Release date (us) October 1987
(eur) December 15, 1987
Genre Sports
Players 1 Player(s)

- It is a port of both the Punch-Out!! and Super Punch-Out!! arcade games (mostly the latter) with some variations.
- Tyson was rumoured to have been paid $50,000 for a three-year period for his likeness. After Nintendo’s license expired, Nintendo replaced Tyson with a fictional character called Mr. Dream in August 1990 in limited quantities.





7.0

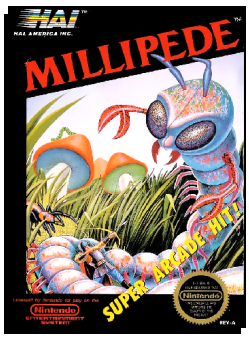
NTSC-U

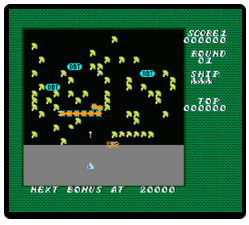
US Rarity: 4

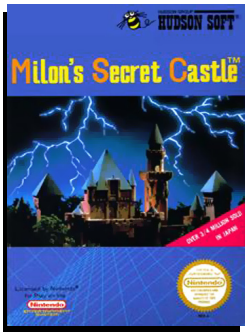
Millipede

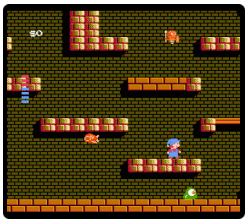
Developer HAL Laboratory/Atari
Publisher HAL Laboratory
Release date (us) October 1988
Genre Arcade shooter
Players 1-2 Player(s) alternating

- Millipede is a 1982 arcade game by Atari, Inc. and is the sequel to the arcade hit, Centipede.
- Similar to Centipede, the object of the game is to destroy a millipede that advances downward from the top of the screen. The millipede travels horizontally until it either hits an obstacle or reaches the edge of the screen, after which it drops one row and reverses direction.







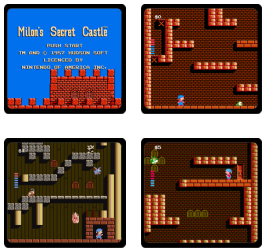


Milon's Secret Castle

3.5

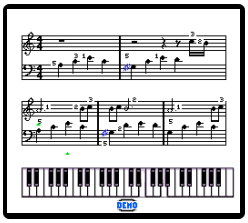
Developer Hudson Soft
Publisher Hudson Soft
Release date (us) September 1988
Genre Action adventure
Players 1 Player(s)

- The player controls Milon by running, jumping and shooting bubbles. The player starts out at the bottom floor of a four-story castle, named Castle Garland, and he must work his way upwards, searching the three main stories, the well, two side towers and the very top.
- Milon made a cameo appearance in the Sega Saturn game Saturn Bomberman.



NTSC-U

US Rarity: 3



Miracle Piano Teaching System

8.5

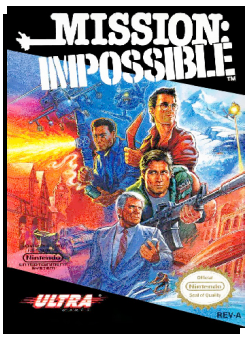
Developer The Software Toolworks
Publisher Mindscape
Release date (us) 1990
(eur) 1990
Genre Educational
Players 1 Player(s)

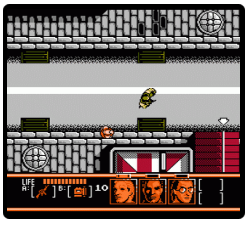
- The Miracle Piano Teaching System is a MIDI keyboard/teaching tool that consisted of a keyboard, connecting cables, power supply, soft foot pedals, and software on licensed NES cartridge.
- Due to its high price ($500) and low sales, the keyboard with all of the original cables together are a rare find.

PAL

NTSC-U

US Rarity: 6





Mission: Impossible

7.8

Developer Konami
Publisher Ultra
Release date (us) September 1990
(eur) November 28, 1991
Genre Action
Players 1 Player(s)

- Mission: Impossible is a overhead action adventure game based on the second Mission: Impossible TV series.
- The player gets to control three IMF operatives from the TV series - Max, Grant and Nicholas - all of whom have different skills necessary for completion. The used character may be switched anytime in-game.

SCN

PAL

NTSC-U

SCN Rarity: 4
US Rarity: 2

7.5

PAL

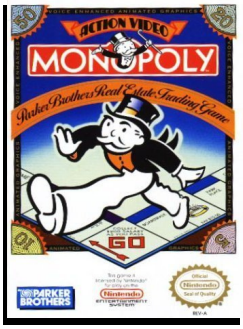
NTSC-U

US Rarity: 4

Monopoly

Developer	Spectrum Holobyte/Sculptured Software
Publisher	Parker Brothers
Release date	(us) May 1991
Genre	Board game
Players	1-8 Player(s)

- The game is an video game adaptations of Parker Brothers and Hasbro highly successful board game Monopoly.
- The player's goal is to collect as many properties as possible and make everyone else bankrupt.
- The music composer of the game is Paul Webb.



7.5

-Included toy

PAL

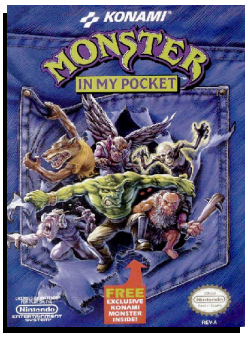
NTSC-U

US Rarity: 5

Monster in My Pocket

Developer	Konami
Publisher	Konami
Release date	(us) January 1992
Genre	Action platformer
Players	1-2 Player(s) alternating

- Monster in My Pocket was best known as a toy-line released by Matchbox in 1990. It consists of small, soft plastic figures representing monsters, and later other tangentially related characters.
- A figure, named Blemmyes was distributed exclusively with the game. It came inside the box, next to a smaller piece of styrofoam than NES cartridge boxes normally contained.



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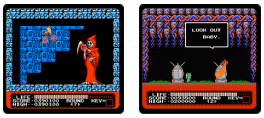


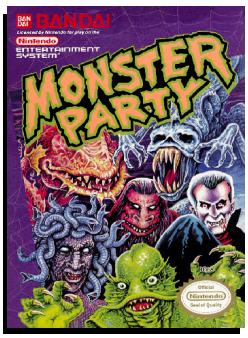
NTSC-U

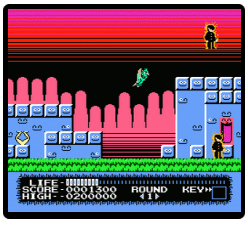
US Rarity: 5

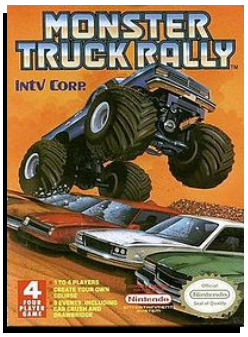
Monster Party

Developer	Argevision/Human Entertainment
Publisher	Bandai
Release date	(us) June 1989
Genre	Action platformer
Players	1 Player(s)

- Monster Party was and remains a relatively obscure platform game for the console, having a small following among some players.
- Monster Party is infamous in the retro gaming community for prototype images released in Japan before the game's release in the US. The images reveal a different original concept for the game that was much darker and more graphically complex.







Monster Truck Rally

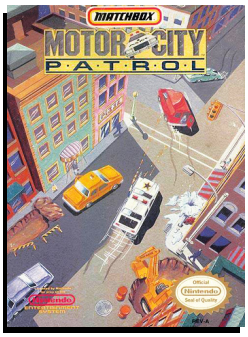
5.4

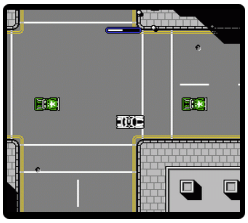
Developer Obsidian/Realtime Associates
Publisher INTV
Release date (us) September 1991
Genre Racing
Players 1-4 Player(s) simultaneous

- In the game, monster trucks rally on long dirt tracks; compete in special events such as automotive tug of war and sled-pulling; and perform maneuvers such as driving in doughnuts and crushing stationary cars. In Track Builder mode, players can design their own special stage to drive on.
- The Box cover features an illustration by Marc Ericksen.

NTSC-U

US Rarity: 6





Motor City Patrol

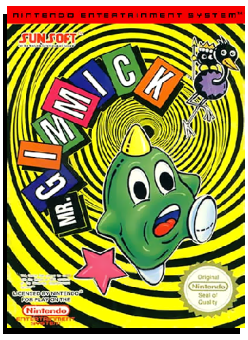
5.5

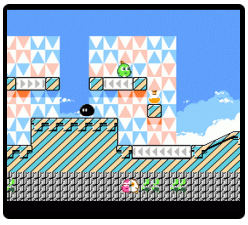
Developer Source Research & Development
Publisher Matchbox
Release date (us) January 1992
Genre Action
Players 1 Player(s)

- Motor City Patrol was one in a line of video games that tied into the Matchbox brand of die-cast model vehicles.
- The game style was considered by many to be the forerunner of Cop'n'Robber's games and spawned a new generation of car games like GTA.
- Players get to drive around all day looking for speeders, robbers and public enemies.

NTSC-U

US Rarity: 6





Mr. Gimmick!

6.0

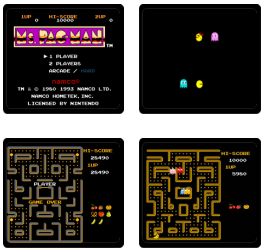
Developer Sunsoft
Publisher Sunsoft
Release date (eur) May 19, 1993
Genre Platformer
Players 1 Player(s)

- The July 1992 edition of Electronic Gaming Monthly announced that the game would be released in the U.S. in the second half of 1992, but it never was. The only distributor that imported the English translation was Swedish Bergsala, which sold it to the Scandinavian market.
- The game did not sell well. Its rarity has made it one of the most sought after NES games ever made.

SCN

SCN Rarity: 8

6.3



NTSC-U

US Rarity: 5

Ms. Pac-Man

Developer Namco
Publisher Namco
Release date (us) November 1993
Genre Arcade
Players 1-2 Player(s)

- The arcade video game of Ms. Pac-Man was produced by Midway Manufacturing corporation. The game was released in North America 1982, one year after the release of Pac-Man, and became one of the most popular video games of all time.
- Ms. Pac-Man had two releases by two different developers; one by Namco, creators of the original arcade game, and an unlicensed version developed by Bitmasters.

1.9

NTSC-U

US Rarity: 5

Muppet Adventure: Chaos at the Carnival

Developer Mind's Eye
Publisher Hi Tech Expressions
Release date (us) November 1990
Genre Action
Players 1 Player(s)

- The game was initially released for the Apple II, with a bug which caused it to be unwinnable.
- The NES version of the game is unique from its computer counterparts in that it has an on-screen hearts designating hit detection, but eliminates the two-player mode. The player is required to complete each level with a specific character.

4.1

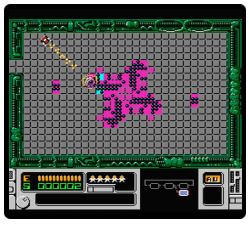
NTSC-U

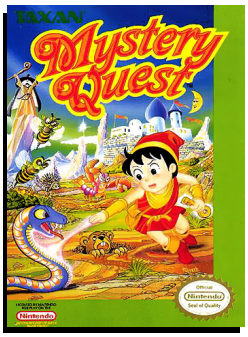
US Rarity: 5

The Mutant Virus: Crisis in a Computer World

Developer Rocket Science Productions
Publisher American Softworks
Release date (us) April 1992
Genre Action
Players 1 Player(s)

- The plot centers around protagonist, Ron, and his fight to eliminate a virus out of a global A.I. that is responsible for every aspect of technology in the game's present day. The player controls a miniature "space ship" that shoots anti-virus and other variations of the weapon to try to contain the virus in that room.





Mystery Quest

5.2

Developer	Carry Lab
Publisher	Taxan
Release date	(us) April 1989
Genre	Platformer
Players	1 Player(s)

• Mystery Quest was published by in Japan by Square's Disk Original Group. While localizing the game, Taxan decided to make the game shorter and generally easier by eliminating over a third of the content. While Mystery Quest ends after only four castles, Hao Kun no Fushigina Tabi (the japanese version) continues with a third world and two additional castles.

NTSC-U

US Rarity: 4

5.7

NTSC-U

US Rarity: 3

NARC

Developer Rare
Publisher Acclaim
Release date (us) August 1990
Genre Action
Players 1-2 Player(s) simultaneous

- Narc is a 1988 arcade game designed by Eugene Jarvis. It was one of the first ultra-violent video games and a frequent target of parental criticism of the arcade game industry.
- The port had some significant changes. The absence of drugs was the most notable, also the blood on the cover art was changed to yellow in the NES version.

6.8

SCN

PAL

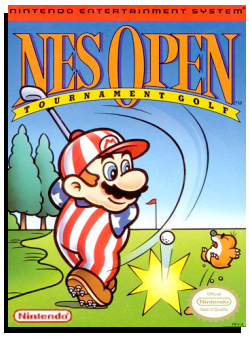
NTSC-U

SCN Rarity: 7
US Rarity: 2

NES Open Tournament Golf

Developer Nintendo R&D2
Publisher Nintendo
Release date (us) September 1991
(eur) June 18, 1992
Genre Sports
Players 1-2 Player(s) alternating

- NES Open Tournament Golf is the second Nintendo published golf-based video game released for the NES, the first game being Golf.
- NES Open Tournament Golf featured three different courses. Those courses were the US Course, Japan Course, and the UK Course.



5.7

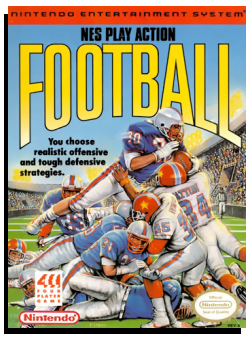
NTSC-U

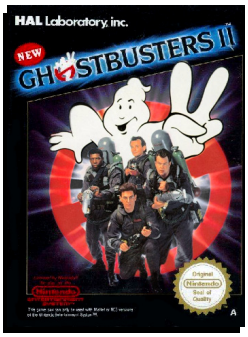
US Rarity: 1

NES Play Action Football

Developer TOSE
Publisher Nintendo
Release date (us) September 1990
Genre Sports
Players 1-4 Player(s) simultaneous

- The game used an isometric view, presenting the game at an angle to make it appear 3-D, and the game allowed a very large number of moving objects to be on screen at the same time.
- At the end of each game, Nintendo Power mascot character Nester appears as a commentator, announcing who wins and who loses.





New Ghostbusters II

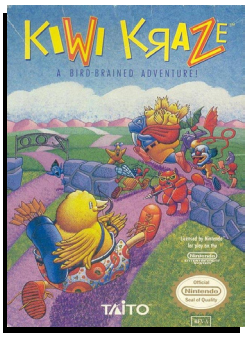
9.7

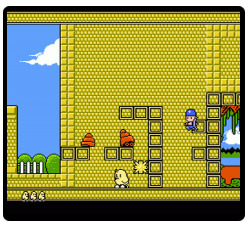
Developer HAL
Publisher HAL
Release date (eur) 1990
Genre Action
Players 1 Player(s)

- New Ghostbusters II was never released in North America due to licensing issues with Activision. As a result, NES players in North America only received Activision's Ghostbusters II.
- In the game, the player is presented with four Ghostbusters to choose from: Peter, Ray, Egon, or Winston. The NES version features their accountant, Louis, as a fifth playable character.
- The objective of the game is to trap all the ghosts in an area.

PAL

FRA Rarity: 7





The NewZealand Story

7.3

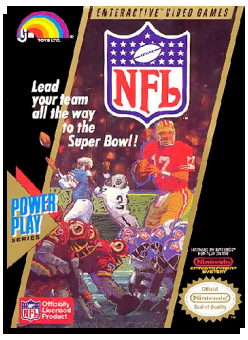
Developer Software Creations/Taito
Publisher Taito (NA)/Ocean (EU/AU)
Release date (us) March 1991
(eur) 1991
Genre Platformer
Players 1-2 Player(s) alternating

- The NewZealand Story started as an 1988 arcade game.
- The game shares several elements with previous Taito games (such as collecting letters to spell out "EXTEND", from Bubble Bobble).
- In North America, the NES version was published by Taito as Kiwi Kraze, instead of The NewZealand Story.

PAL

NTSC-U

US Rarity: 5



NFL

4.2

Developer Enteractive/Atlus
Publisher LJN
Release date (us) September 1989
Genre Sports
Players 1-2 Player(s) simultaneous

- The game was the first since NFL Football - released in 1979 for the Intellivision - to get an official National Football League license.
- The player could play one of four options, either Interconference, AFC and NFC game or the Super Bowl. Along with the option to choose a package to play during the game, players can directly control the entire team at once.

NTSC-U

US Rarity: 2

6.8

PAL

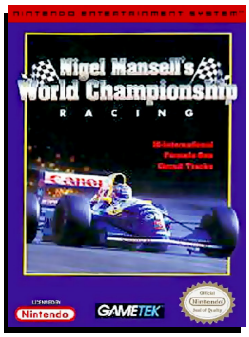
NTSC-U

US Rarity: 6

Nigel Mansell's World Championship Racing

Developer Gremlin Interactive
Publisher GameTek
Release date (us) October 1993
Genre Racing
Players 1 Player(s)

- Nigel Mansell's World Championship Racing is an arcade-style Formula One racing video game endorsed by F-1 star, Nigel Mansell.
- The player takes on Mansell's role to try and win the title again, against eleven other drivers.



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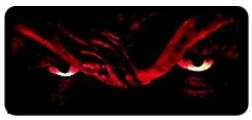


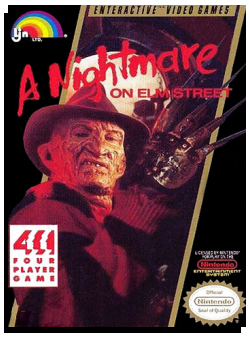
NTSC-U

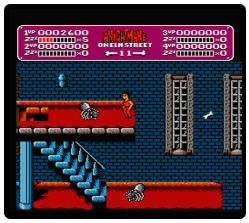
US Rarity: 4

A Nightmare on Elm Street

Developer Rare
Publisher LJN
Release date (us) October 1990
Genre Action adventure
Players 1-4 Player(s) simultaneous

- The game is loosely based on the series. From among those films, Dream Warriors and The Dream Master were particular influences on the gameplay.
- In the original game concept, the players would control Freddy Kruger and should kill the teenagers who were attempting to gather his scattered bones.





6.9

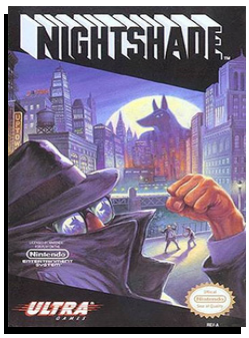
NTSC-U

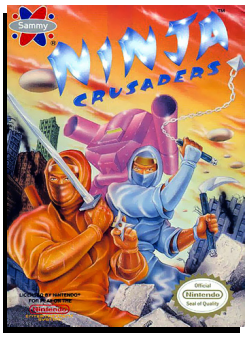
US Rarity: 3

Nightshade

Developer Beam Software
Publisher Ultra Games
Release date (us) January 1992
Genre Adventure
Players 1 Player(s)

- Nightshade was meant to be the first part in a series, but no sequels were ever made; however, it served as the basis for Beam Software's 1993 game Shadowrun.
- The game had a unique feature; along with the action sequences and point-and-click game elements, there was a "popularity meter" that would go up or down as Nightshade performed good deeds well or poorly.





Ninja Crusaders

Developer	NMK
Publisher	American Sammy
Release date	(us) December 1990
Genre	Action
Players	1-2 Player(s) simultaneous

- The game is a classic platforming ninja action video game that is similar to Ninja Gaiden.
- The enemy's speed and unpredictability is what leads to the game's biggest downfall, level memorization. This can be good in some games, but Ninja Crusaders basically forces it on the player.

5.0

NTSC-U

US Rarity: 6

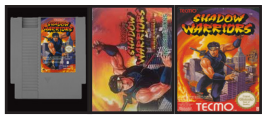
Ninja Gaiden

Developer	Tecmo
Publisher	Tecmo
Release date	(us) March 1989 (eur) August 15, 1991
Genre	Action
Players	1 Player(s)

- The story follows a ninja named Ryu Hayabusa as he journeys to America to avenge his murdered father.
- Ninja Gaiden has been renowned for its elaborate story and usage of anime-like cinematic cutscenes.
- The game has been described as one of the best arcade-style games, and the best ninja-related game on the NES.

8.5

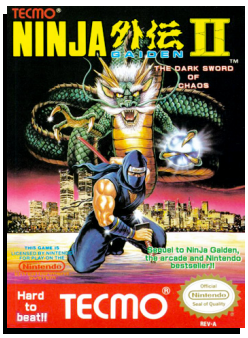
SCN

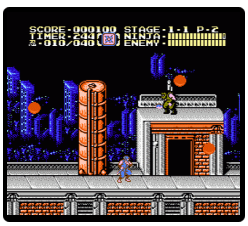


PAL

NTSC-U

SCN Rarity: 6
US Rarity: 2





Ninja Gaiden II: The Dark Sword of Chaos

Developer	Tecmo
Publisher	Tecmo
Release date	(us) May 1990 (eur) October 27, 1994
Genre	Action
Players	1 Player(s)

- The events in Ninja Gaiden II take place one year after the events in the first Ninja Gaiden game.
- Overall, reviewers have said that visuals and controls of Ninja Gaiden II improved over its predecessor while maintaining a high level of difficulty for players

8.0

SCN

PAL

NTSC-U

US Rarity: 3

6.4

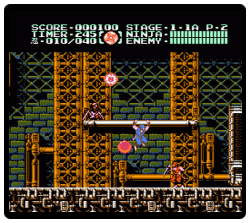
NTSC-U

US Rarity: 5

Ninja Gaiden III: The Ancient Ship of Doom

Developer Tecmo
Publisher Tecmo
Release date (us) August 1991
Genre Action
Players 1 Player(s)

- Ninja Gaiden III was designed by Masato Kato, who took over Hideo Yoshizawa's main role in the game's development from the previous two titles.
- In the game, the events take place between the first two games in the serie The game was given more of a science-fiction motif as opposed to the Cthulhu Mythos motif.

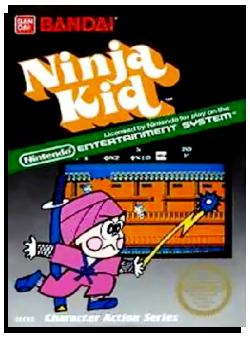


5.2

NTSC-U

US Rarity: 3

Ninja Kid



Developer TOSE
Publisher Bandai
Release date (us) October 29, 1986
Genre Arcade platformer
Players 1 Player(s)

- The Japanese version was based on the manga series GeGeGe no Kitaro, but the game was changed to the generic "Ninja Kid" and all reference to Kitaro were removed.
- Gameplay begins on an overhead map with several different arches. Each arch leads to a different side-scrolling mission, and the type of the mission can be determined by the shape of the arch.

Nintendo World Championships

Developer	Nintendo/Square
Publisher	Nintendo
Release date	(us) 1990
Genre	Multi
Players	1 Player(s)

- The Nintendo World Championships was a 1990 Nintendo-promoted video game competition that toured twenty-nine cities across the United States. It was based on scoring points in three NES games (Super Mario Bros., Rad Racer, and Tetris) within a time limit of 6 minutes and 21 seconds.
- The competition was based loosely on the movie The Wizard.

6.8

Reproduction

Gold

Grey

Repro. Rarity: 4
Grey Rarity: 10

Grey cartridge

Gold cartridge

Reproduction cartridge

- The top winner in each age category took home a $10,000 U.S. savings bond, a new 1990 Geo Metro Convertible, a 40” rear-projection TV, and a gold painted Mario trophy. Runners up in each age category received a $1,000 U.S. savings bond and a silver Mario trophy.
- 90 of the copies exist as the official gray cartridge and were given out to finalists after the championships concluded. The other 26 are gold (like the The Legend of Zelda cartridge) and were given out as prizes in a separate contest held by Nintendo Power magazine. Each gray cartridge has a unique number making the cartridge easier to track and difficult to counterfeit. However, the gold cartridges have no unique identification numbers and are difficult to track and authenticate. The circuit boards in the gray and gold cartridges are identical. Both versions of the cartridge feature DIP switches on the front which select the time limit of the game. To play the cartridge, one must have a controller connected to both controller ports and press start on the second player’s controller. For the competition, there was a special switch that would start all games simultaneously.
- The Nintendo World Championships 1990 game cartridge is considered to be the most valuable NES cartridge released and one of the rarest (second only to the NTSC version of Stadium Events). Because fewer gold cartridges were manufactured, they are rarer and demand a higher price than the gray cartridges. The gold version has been described as the “holy grail” of console game collecting.
- In 2008, the website retrousb.com began selling reproduction cartridges of Nintendo World Championships. The reproduced cartridge is nearly identical to the original, complete with its own DIP switches. The differences are that the cartridge is blue in color and has a different board in order to avoid confusion with authentic cartridges. It is region free.
- A gold cartridge was offered on eBay in January 2014.It had a starting bid of $4,999 and eventually reached $100,088. If this sale is finalized, it will top the old record-selling price for an NES game, which was for the sale of a sealed copy of Stadium Events (NTSC version) at $75,000.

7.3

SCN

PAL

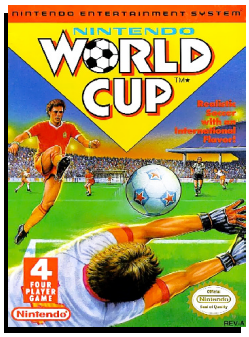
NTSC-U

SCN Rarity: 4
US Rarity: 3

Nintendo World Cup

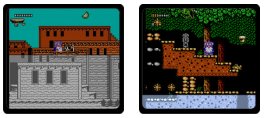
Developer Technōs Japan
Publisher Nintendo
Release date (us) December 1990
(eur) June 27, 1991
Genre Sports
Players 1-4 Player(s) simultaneous

- Nintendo World Cup is a localization of Nekketsu High School Dodgeball Club: Soccer, the fourth Kunio-kun game released for the Famicom.
- The NES version differs from its counterpart, in which instead of a soccer tournament set in Japan between thirteen high schools, the game centers around a World Cup.



6.3

PAL

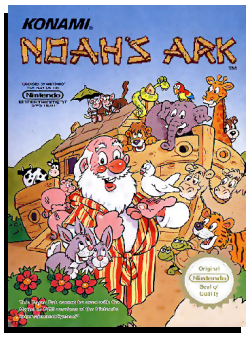


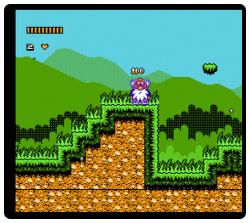
NOE Rarity: 6

Noah's Ark

Developer Source Research & Development
Publisher Konami
Release date (eur) 1992
Genre Platformer
Players 1 Player(s)

- Noah's Ark was officially only released in Europe. Unlike most other games based on Biblical content, this one was officially approved by Nintendo.
- The player controls Noah to rescue different animals across the world.
- The game takes place on all seven continents with three stages per continent, thus having 21 stages total.





7.2

NTSC-U

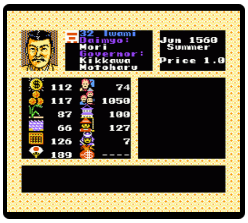
US Rarity: 5

Nobunaga's Ambition

Developer Koei
Publisher Koei
Release date (us) June 1989
Genre Strategy
Players 1-8 Player(s) alternating

- First released September 1986 for PC-88SR.
- Nobunaga's Ambition is the second title in the Nobunaga's Ambition series, and the first to be translated and released outside of Japan.
- Gameplay is similar to Koei's better known Romance of the Three Kingdoms game.

"strategywiki.org"



Nobunaga's Ambition II

7.5

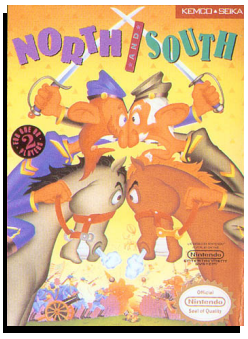
Developer Koei
Publisher Koei
Release date (us) April 1991
Genre Strategy
Players 1-4 Player(s) alternating

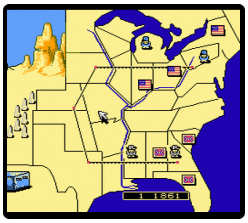
- The player's goal is to repeat the feat of Oda Nobunaga, the unification of Japan under one flag, whether by playing Oda Nobunaga or any of the other daimyos present.
- The whole game is played in turns, with each turn in the map view corresponding to a season and each turn during battle corresponding to a day.

"nesguide.com"

NTSC-U

US Rarity: 6





North & South

6.5

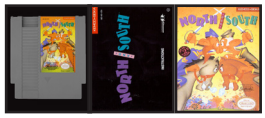
SCN

Developer Infogrames
Publisher Kemco/Seika
Release date (us) December 1990
(eur) January 23, 1992
Genre Action strategy
Players 1-2 Player(s) simultaneous

- North & South is an offshoot of the Belgian comic series Les Tuniques Bleues which is based on the American Civil War.
- Taking an extremely simplified board interface, the game features a strategic map of the USA separated into states and territories, where army units are moved around.

PAL

NTSC-U



SCN Rarity: 7
US Rarity: 5

3.3

PAL

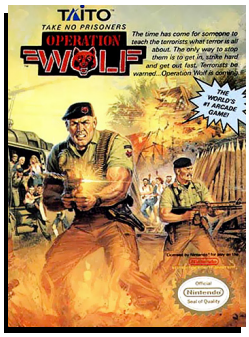
NTSC-U

US Rarity: 3

Operation Wolf

Developer Taito
Publisher Taito
Release date (us) May 1989
Genre Light Gun
Players 1 Player(s)

- The game is a port of the hit arcade original.
- You play a crack Special Forces soldier tasked with parachuting into the South American jungle on a dangerous mission to rescue hostages.
- The game offered both Zapper and joypad support. The Wii Virtual Console re-release does not feature any kind of light gun support.



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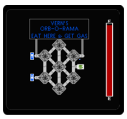


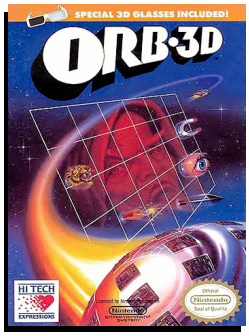
NTSC-U

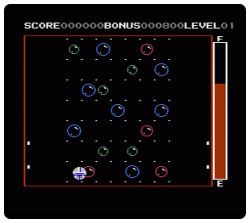
US Rarity: 4

Orb-3D

Developer Software Toolworks
Publisher Hi Tech Expressions
Release date (us) October 1990
Genre Puzzle
Players 1 Player(s)

- The game is noteworthy for employing the Pulfrich effect, an optical trick created with the use of "3-D" glasses (of which one lens is clear and the other tinted) that come with the game. The effect is produced by the constantly moving player ship.





4.5

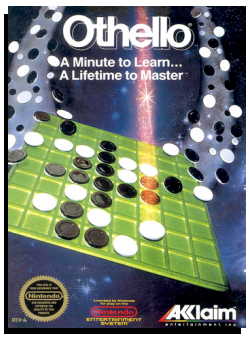
NTSC-U

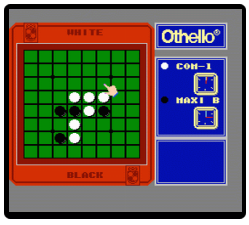
US Rarity: 4

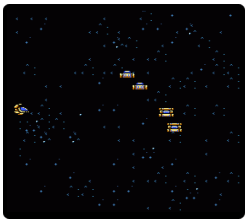
Othello

Developer HAL Laboratory
Publisher Acclaim
Release date (us) December 1988
Genre Reversi
Players 1-2 Player(s) simultaneous

- Versions of Othello were first released on home consoles by Philips Magnavox on the Odyssey 2 as Dynasty in 1978. Othello is based on the board game Reversi, which was marketed as Othello. It is similar to both chess and checkers.
- Games are either player versus computer or player versus player. The goal is to end the game with as many chips showing your color as possible.







Over Horizon

8.5

Developer	Hot-B/Pixel
Publisher	Hot-B
Release date	(eur) 1991
Genre	Shooter
Players	1-2 Player(s)

- The basic gameplay in Over Horizon draws closely from R-Type and Gradius. One departure is that your ship is capable of firing forwards and backwards with the A and B buttons. There are pickups dropped by certain enemies that will function similar to Options in Gradius and also block shots like the Force in R-Type.

PAL

NOE Rarity: 6

Overlord

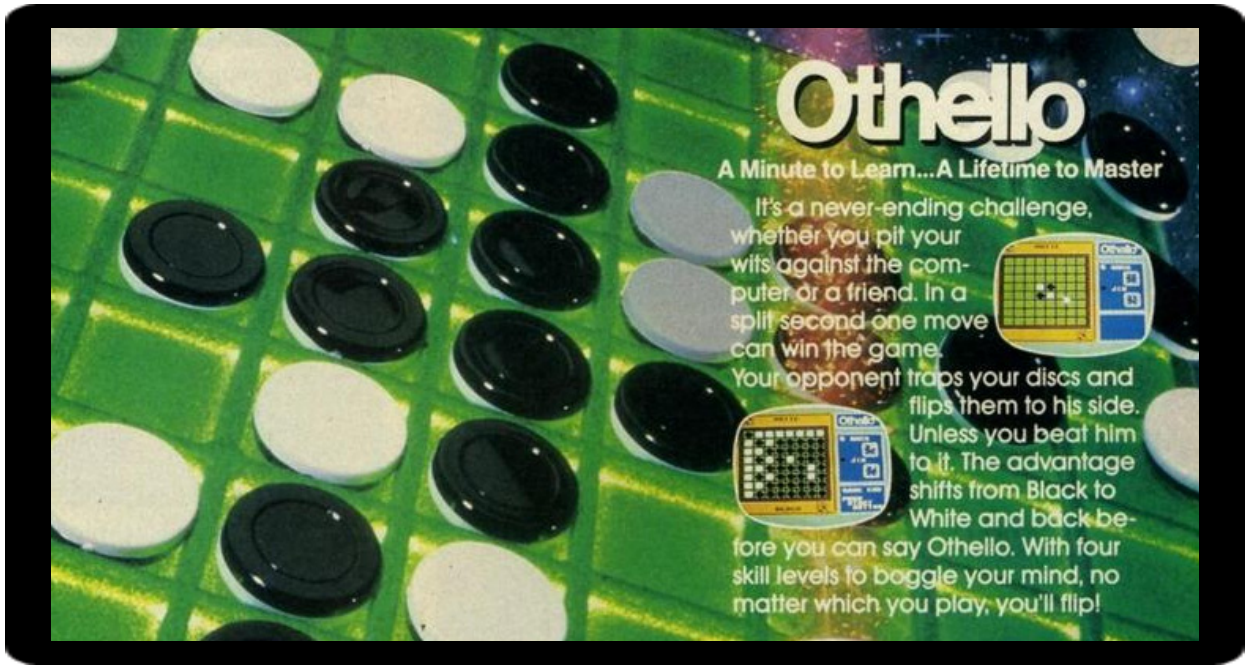
2.0

Developer	Probe/Virgin Interactive
Publisher	Virgin Interactive
Release date	(us) January 1993
Genre	Strategy
Players	1 Player(s)

- The game was initially released for the Amiga and Atari ST computers in the beginning of 1990.
- The NES port is noted for having very few sounds or music (mainly just the title theme composed by Jeroen Tel).
- The NES version was among the last titles released for the platform and is relatively rare.

NTSC-U

US Rarity: 5



P.O.W.: Prisoners of War

6.7

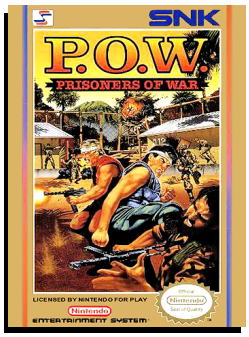
PAL

NTSC-U

US Rarity: 4

Developer	SNK
Publisher	SNK
Release date	(us) September 1989
Genre	Beat ‘em up
Players	1 Player(s)

- The Game was originally released as an arcade game in 1988.
- The player controls a military prisoner who breaks free from his cell and must fight his way into the enemy’s main base in order to eliminate their leader and escape.
- Unlike the arcade version, the NES version is single-player only.



Pac-Man

7.2

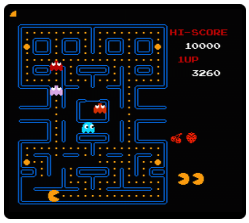
PAL

NTSC-U

US Rarity: 6

Developer	Namco
Publisher	Namco
Release date	(us) November 1993
Genre	Maze
Players	1-2 Player(s) alternating

- Pac-Man was an arcade game first released in Japan, 1980. Pac-Man outstripped Asteroids as the best-selling arcade game in North America, grossing over $1 billion in quarters within a decade, by the end of the 1980s, surpassing the revenues grossed by the highest-grossing film Star Wars.
- Namco released this version after a controversial unlicensed publishing of the game in 1990 on Atari’s Tengen label.



Pac-Man

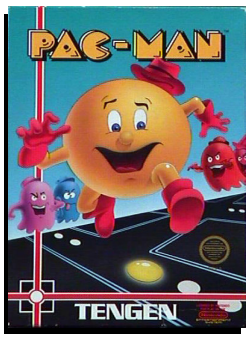
7.2

NTSC-U

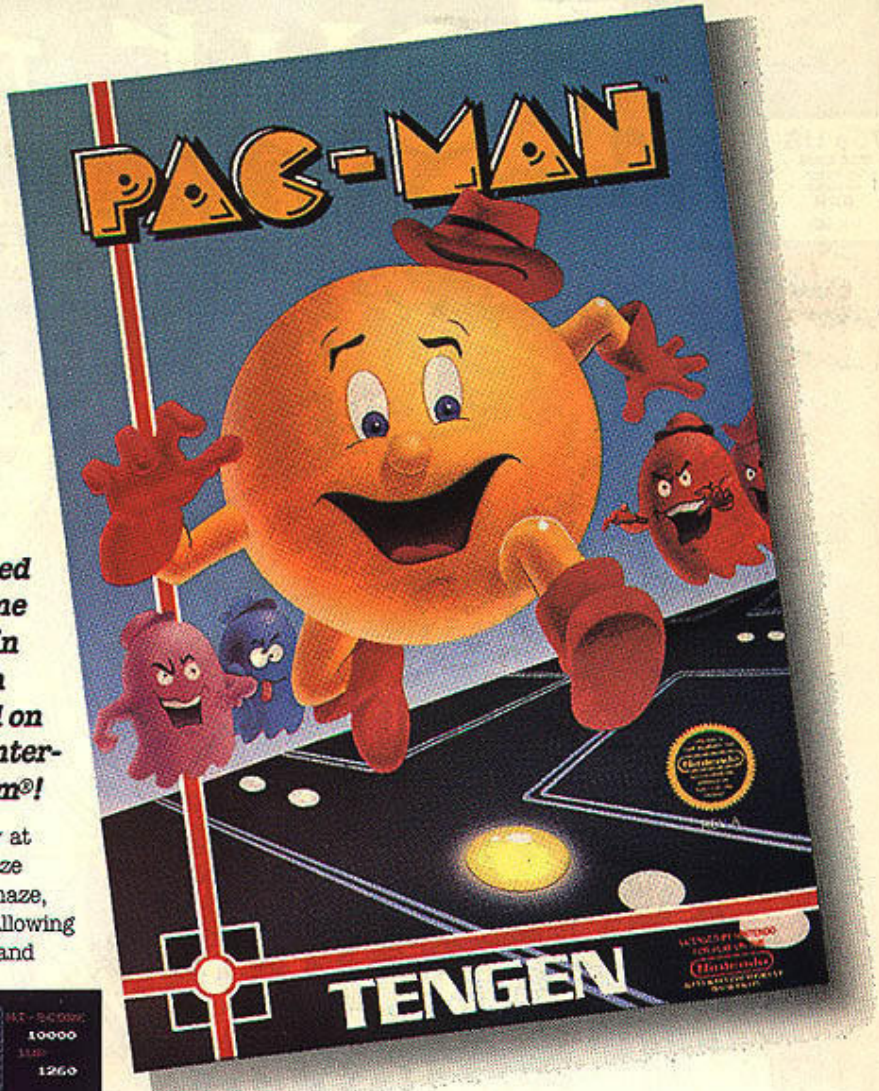
US Rarity: 4

Developer	Namco/Graffiti
Publisher	Tengen
Release date	(us) 1989
Genre	Maze
Players	1-2 Player(s) alternating

- The game was sold in both licensed and unlicensed versions. Apart from the cartridge shape and in-game copyright text, the software in both versions is identical.

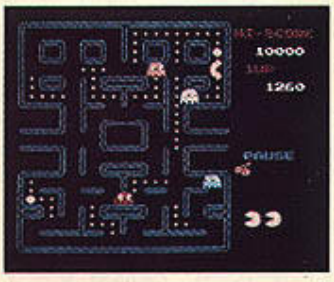


Nintendo® gamers, the biggest hit of the *decade* is back — just for you!



Yes, the ever-lovable, ever-ravenous PAC-MAN is back! If you remember the incredible excitement he generated, you're ready to relive the phenomenon. And if you missed him the first time around, you're in for the most fun you've ever had on the Nintendo Entertainment System®!

PAC-MAN is ready at your command to blaze around the baffling maze, gobbling up dots, swallowing the occasional fruits and racking up the points.



Guide PAC-MAN around the maze to eat all the dots without getting eaten by the hungry ghosts.

Blinky, Pinky, Inky and *Clyde*, the not-so-friendly ghosts, are dying to do some gobbling, too. Except their favorite food is PAC-MAN!

His only defense is to eat the energizers, special pellets which empower PAC-MAN to gobble the ghosts — but only for a short while! With each level, the energizers' effectiveness decreases. As you clear each maze the ghosts move faster.

Remember, it's a jungle out there. So gobble — or get gobbled!

TENGEN

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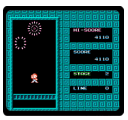
6.8



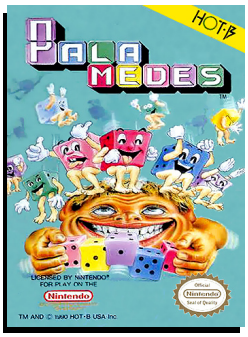
NTSC-U

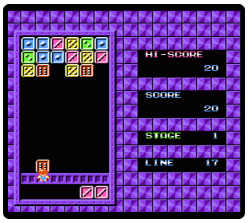
US Rarity: 5

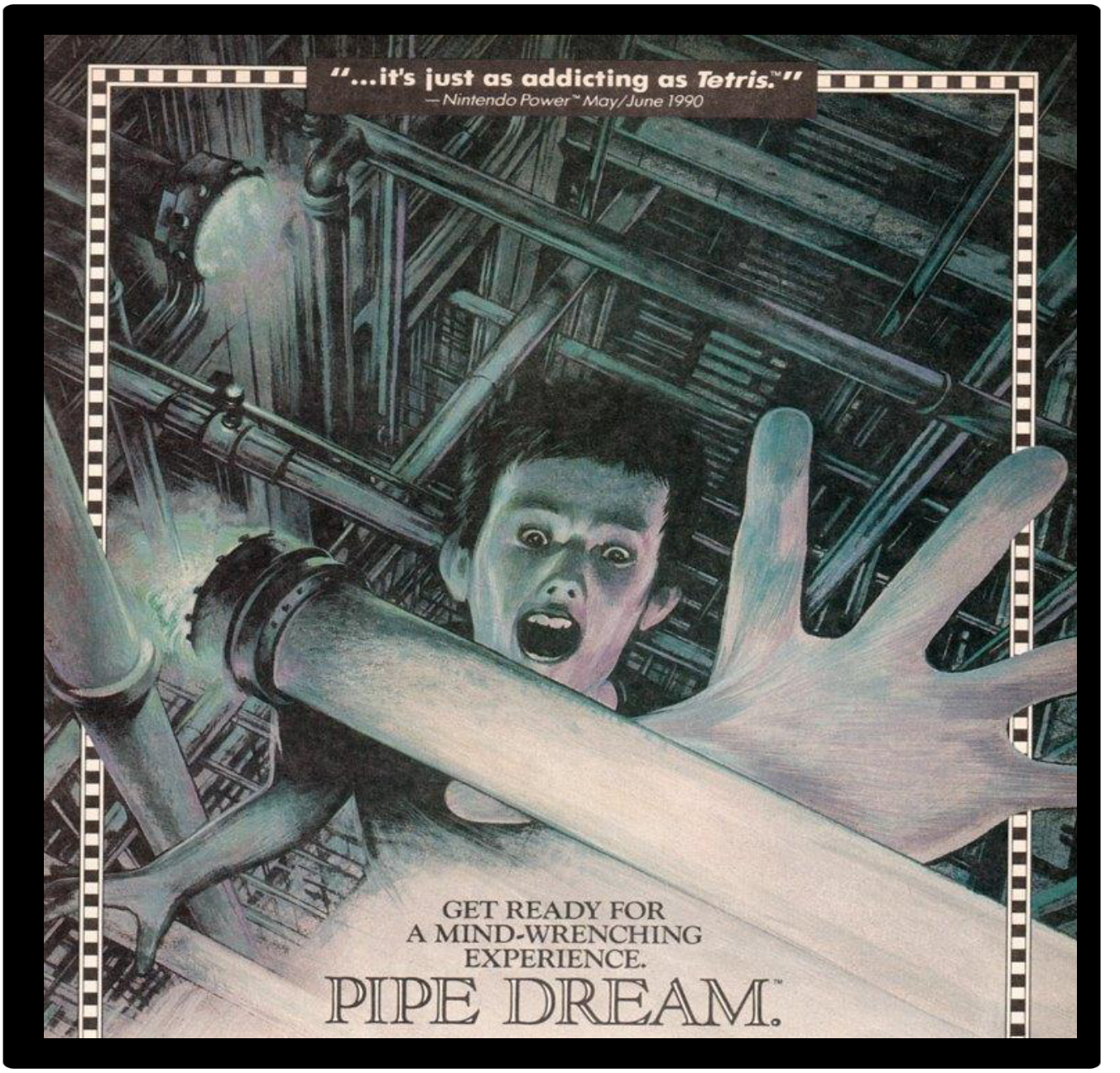
Palamedes

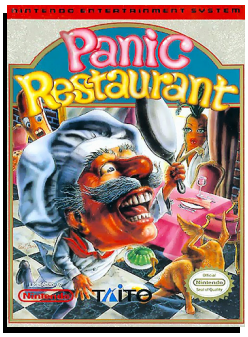
Developer	Natsume/Konami
Publisher	Hot-B
Release date	(us) November 1990
Genre	Puzzle
Players	1-2 Player(s) simultaneous

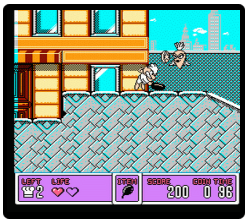
- Palamedes is a puzzle game requiring the player to match the dice they are holding to the dice at the top of the screen.
- The Japan-only sequel, Palamedes 2: Star Twinkles, was released in 1991 by HOT-B. It featured many of the same basic gameplay elements as the original game along with a completely new background for the levels.











Panic Restaurant

Developer	EIM
Publisher	Taito
Release date	(us) August 1992 (eur) May 26, 1994
Genre	Platformer
Players	1 Player(s)

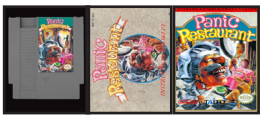
- Panic Restaurant stars a chef named Cookie who must navigate through his own restaurant, which has been cursed by a rival chef named Ohdove.
- Kenji Eno, who would later develop the D series, was the game's designer

6.6

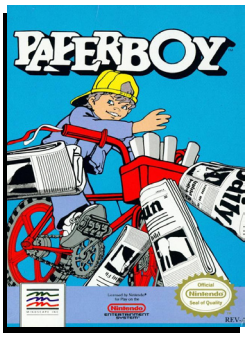
SCN

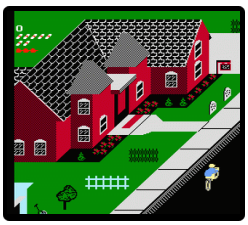
PAL

NTSC-U



US Rarity: 7





Paperboy

Developer	Tengen
Publisher	Mindscape
Release date	(us) December 1988 (eur) October 26, 1990
Genre	Action
Players	1-2 Player(s) alternating

- Paperboy was a 1984 arcade game by Atari Games.
- The players take the role of a paperboy who delivers newspapers along a suburban street on his bicycle.
- The NES version represented the first NES game developed in the United States.

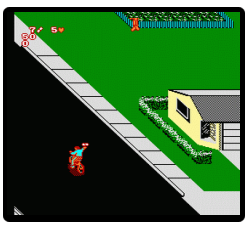
6.1

SCN

PAL

NTSC-U

US Rarity: 3



Paperboy 2

Developer	Tengen
Publisher	Mindscape
Release date	(us) April 1992
Genre	Action
Players	1-2 Player(s) alternating

- While Paperboy debuted in arcades and was subsequently ported to home systems, this game was only released for consumer systems.
- The game was much like the original: the player controls a paperboy who must navigate a bizarre series of obstacles, while trying to deliver the morning paper to various customers on a street.

5.0

PAL

NTSC-U

US Rarity: 4

7.6

PAL

UKV Rarity: 7

Parasol Stars: The Story of Bubble Bobble 3

Developer	Ocean Software Ltd.
Publisher	Taito/Ocean Software
Release date	(eur) 1991
Genre	Platformer
Players	1-2 Player(s) simultaneous

- Parasol Stars is a sequel to Rainbow Islands. It is technically the third game in the Bubble Bobble series. It is more of a take on Bubble Bobble than it is on Rainbow Islands.
- Unlike many of the other games in the series, this game was never released to arcades.

8.0

PAL

UKV Rarity: 7

Parodius Da!

Developer	Konami
Publisher	Palcom
Release date	(eur) 1992
Genre	Shooter
Players	1-2 Player(s) alternating

- This game is often mistaken as the original game of the series. The lesser known original game, Parodius: The Octopus Saves the Earth, was released for the MSX2 computer in Japan.
- The gameplay is stylistically very similar to the Gradius series, but the graphics and music are intentionally absurd.
- The title 'From Myth To Laughter' is a follow-on parody of the subtitle of Gradius III, 'From Legend To Myth'.

4.0

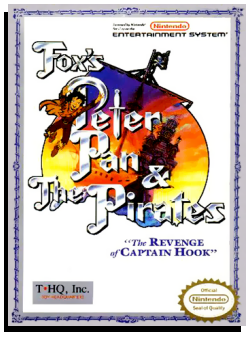
NTSC-U

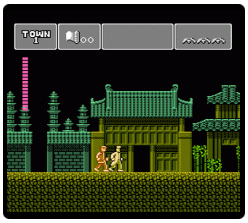
US Rarity: 5

Peter Pan and the Pirates

Developer	Equilibrium
Publisher	THQ
Release date	(us) January 1991
Genre	Platformer
Players	1 Player(s)

- Peter Pan and the Pirates is a video game based on the television animated series of the same name.
- The game is also known as, Fox's Peter Pan & The Pirates: The Revenge of Captain Hook.
- Each level has a certain number of pirates and other enemies that must be defeated before Pan can advance to the next level.





Phantom Fighter

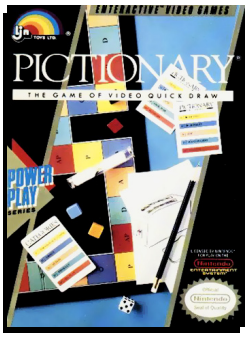
5.4

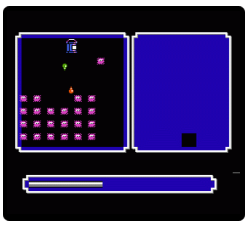
Developer	Marionette Co., Ltd.
Publisher	FCI
Release date	(us) April 1990
Genre	Beat-em-up
Players	1 Player(s)

- The Japanese version is based on the 1985 film, Mr. Vampire (Reigen Dōshi being the Japanese title of the film).
- The game also included a hidden character that made the game much more difficult, a baby kyonshi or “Conshi.”
- An infinite amount of continues are available to complete the game.

NTSC-U

US Rarity: 4





Pictionary

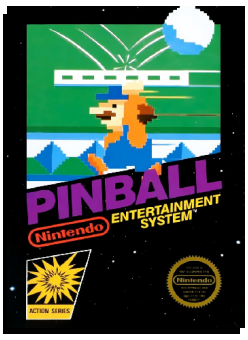
5.0

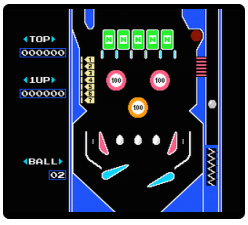
Developer	Software Creations
Publisher	LJN
Release date	(us) July 1990
Genre	Board game
Players	1-2 Player(s)

- There are two modes of play; “Regular Game” mode, and “Alternative Game” mode.
- The game’s text parser screens for profane words and phrases. If a player tries to enter a team name with obscene words, the game will not allow the name to be used, and the player must choose a new one. If one tries to input forbidden words while solving a puzzle, the text input will automatically be blanked.

NTSC-U

US Rarity: 3





Pinball

7.2

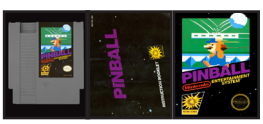
Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) October 18, 1985 (eur) September 1, 1986
Genre	Pinball
Players	1-2 Player(s) alternating

- Pinball is based on a 1983 Game & Watch unit of the same name.
- Pinball is a game where the player controls the paddles of a virtual pinball machine.
- Pinball also has a secondary Breakout-like mode, where the player control Mario carrying a platform.

SCN

PAL

NTSC-U



US Rarity: 2

Pinball Quest

7.0

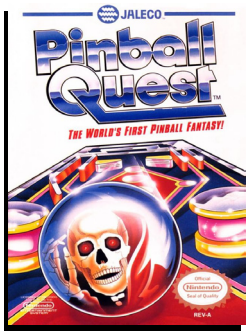
PAL

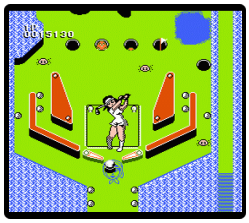
NTSC-U

US Rarity: 3

Developer	TOSE
Publisher	Jaleco
Release date	(us) June 1990
Genre	Pinball
Players	1-4 Player(s) alternating

- The game is based on the popular arcade game pinball. The role playing aspect of the game makes it unique from other sport/game based video games of the time.
- The game is short, with six linear stages of gameplay. The player controls a ball-shaped character in the castle scenes and controls flippers used to shoot the pinball in the other scenes, at which time the pinball has no control over itself.





Pin*Bot

7.3

PAL

NTSC-U

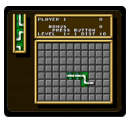
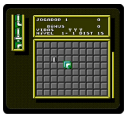
US Rarity: 3

Developer	Rare
Publisher	Nintendo
Release date	(us) April 1990
Genre	Pinball
Players	1-4 Player(s) alternating

- Pin Bot is a conversion of the pinball machine by the same name. The NES version of the game accurately reproduces some of the game-play and aesthetics of the pinball machine, while introducing new features and added challenges.
- Rare reused Pin Bot's game engine in another pinball simulation for the NES, High Speed (1991), which is based on Steve Ritchie's pinball machine High Speed (1986).

Pipe Dream

8.0

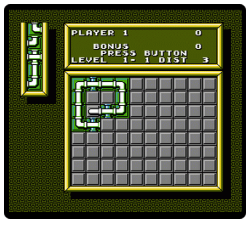



NTSC-U

US Rarity: 5

Developer	Distinctive Software
Publisher	Bullet-Proof Software
Release date	(us) September 1990
Genre	Puzzle
Players	1-2 Player(s) simultaneous

- Pipe Mania was developed in 1989 by The Assembly Line for the Amiga.
- In this game, the player must connect randomly appearing pieces of pipe on a grid to a given length within a limited time.
- Kris Hatlelid and Mike Sokyrka collaborated to do the soundtrack.

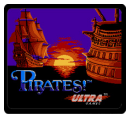


Pirates!

8.0

Developer	Rare
Publisher	Ultra Games
Release date	(us) October 1991
Genre	Strategy
Players	1 Player(s)

- Sid Meier's Pirates! was created by Sid Meier and developed and published by MicroProse in 1987.
- The game is a simulation of the life of a pirate, a privateer or a pirate hunter in the Spanish Main in the 16th, 17th and 18th centuries.
- In the NES version, tobacco is replaced as a trade item by "crops" because of Nintendo's family-friendly requirements.



PAL

NTSC-U

US Rarity: 5

Platoon

5.0

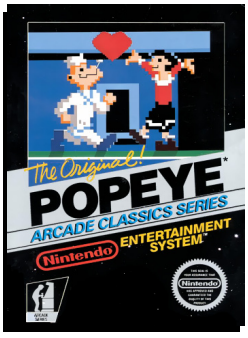
Developer	Ocean
Publisher	Sunsoft
Release date	(us) December 1988
Genre	Platformer
Players	1 Player(s)

- Platoon was the first video game adaptation of the 1986 war film Platoon, followed by the 2002 game (Windows).
- The game is split across four stages ("The Combat Zone," "The Tunnel System," "The Bunker," and "The Jungle Confrontation"), each offering a different take on gameplay while representing iconic scenes from the movie.

"nintendocomplete.com"

NTSC-U

US Rarity: 3



Popeye

5.3

Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) June 1986
	(eur) September 1, 1986
Genre	Platformer
Players	1-2 Player(s) alternating

- Popeye is a 1982 arcade game based on the Popeye cartoon characters licensed from King Features Syndicate.
- The Popeye characters were originally going to be used in the game that later became Donkey Kong. However at that time on the development of the game, Nintendo could not get the licenses to use the characters.

SCN

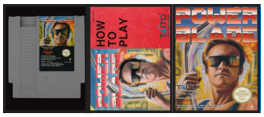
PAL

NTSC-U

US Rarity: 4

8.0

SCN



PAL

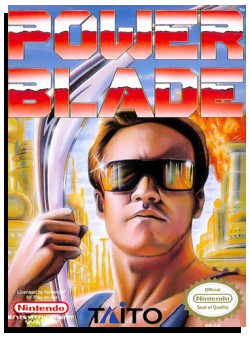
NTSC-U

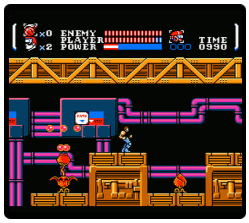
SCN Rarity: 7
US Rarity: 3

Power Blade

Developer Natsume
Publisher Taito
Release date (us) March 1991
(eur) January 23, 1992
Genre Action
Players 1 Player(s)

- Power Blade is a reworked and localized version of the Japanese Famicom game Power Blazer, which was released also by Taito on April 20, 1990.
- The original title for North America was Power Mission, after reworking the game they went with the name Power Blade.
- The game's name comes from an item found in several levels.





7.2

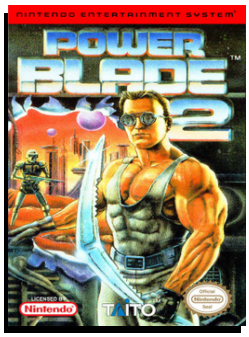
NTSC-U

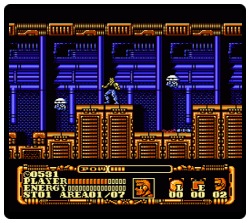
US Rarity: 7

Power Blade 2

Developer Natsume
Publisher Taito
Release date (us) October 1992
Genre Action
Players 1 Player(s)

- Power Blade 2 was made first in North America and was then released in Japan with the title Captain Saver.
- One of the biggest changes to this game was the addition of 4 collectible power suits. Instead of finding a temporary power suit you can now collect 4 powerful suits by defeating a mid level bosses.





5.7

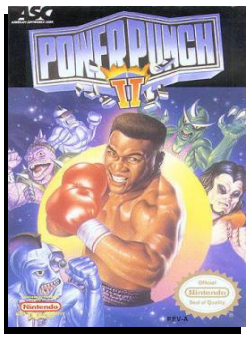
NTSC-U

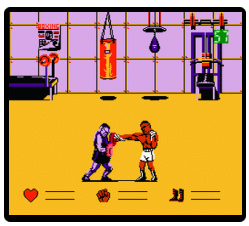
US Rarity: 4

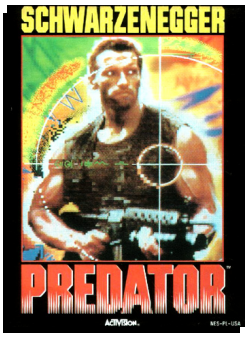
Power Punch II

Developer Beam Software/American Softworks
Publisher American Softworks
Release date (us) June 1992
Genre Sports
Players 1 Player(s)

- Power Punch II was originally developed under the supervision of Nintendo as a sequel to their hit Mike Tyson's Punch-Out!! for the NES. The game was originally titled Mike Tyson's Intergalactic Power Punch and was to feature real-life, heavyweight boxer Mike Tyson as the original protagonist. However, Nintendo made the changes due to Tyson's mounting legal troubles.





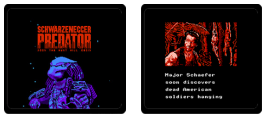


Predator: Soon the Hunt Will Begin

4.5

Developer	Pack-In-Video
Publisher	Activision
Release date	(us) April 1989
Genre	Action
Players	1 Player(s)

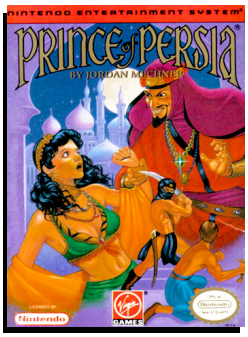
- In Japan, the game is known as Schwarzenegger Predator
- In the late 80`s Activision owned the rights to publish software based on the Predator movie license in the United States. While they published Predator for several popular home computer systems, they licensed Pack-In-Video's game and published it for the NES. Pack-In-Video made a very similar game for the MSX. *"strategywiki.org"*

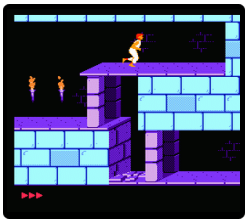


PAL

NTSC-U

US Rarity: 3





Prince of Persia

6.0

Developer	MotiveTime
Publisher	Virgin Interactive
Release date	(us) November 1992 (eur) April 29, 1993
Genre	Adventure
Players	1 Player(s)

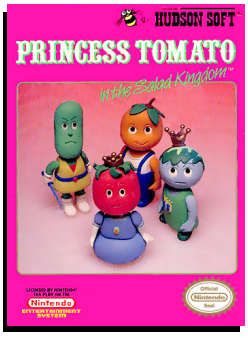
- Prince of Persia was originally developed by Jordan Mechner and released in 1989 for the Apple II. It represented a great leap forward in the quality of animation seen in video games.
- After the original release on the Apple II, Prince of Persia was ported to a wide range of platforms.

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 5

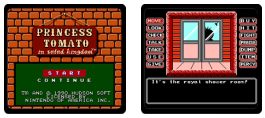


Princess Tomato in the Salad Kingdom

7.9

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(us) February 1991
Genre	Adventure
Players	1 Player(s)

- Princess Tomato in the Salad Kingdom was originally released in 1984 for the NEC PC-8801, NEC PC-6001, FM-7 and MSX Japanese home computers.
- In recent years the game has developed a small cult following through the use of NES emulators. The game cartridge is increasingly difficult to find.



NTSC-U

US Rarity: 6

6.0

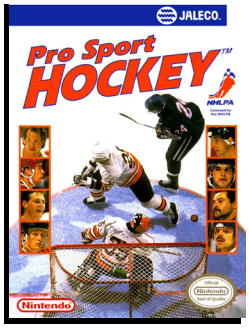
NTSC-U

US Rarity: 6

Pro Sport Hockey

Developer TOSE
Publisher Jaleco
Release date (us) November 1993
Genre Sports
Players 1-2 Player(s) simultaneous

- It is a 1993 multiplatform game that was released for the NES and SNES.
- Each team uses the authentic NHL rosters from the 1992–93 NHL season; including all 24 then-current NHL teams and 288 professional hockey players. An additional level of sponsorship from the National Hockey League Players Association gave it an additional touch of legitimacy.



6.5

SCN

PAL

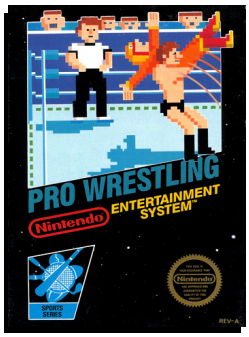
NTSC-U

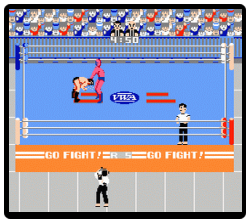
US Rarity: 3

Pro Wrestling

Developer Human Entertainment/Nintendo
Publisher Nintendo
Release date (us) March 1987
(eur) September 15, 1987
Genre Sports
Players 1-2 Player(s) simultaneous

- Masato Masuda thought up the game system and was the sole programmer. At the time, Masuda was working for TRY, which later became Human.
- When the player wins a match, the game displays the message, “A WINNER IS YOU”. In internet subculture, the phrase a winner is you has become a meme.





6.5

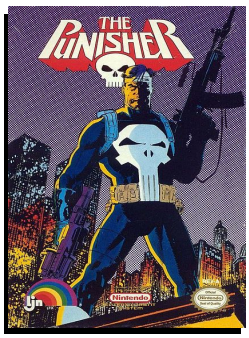
NTSC-U

US Rarity: 4

The Punisher

Developer Beam Software
Publisher LJN
Release date (us) November 1990
Genre Shooter
Players 1 Player(s)

- The Punisher is one of the few NES rail shooters.
- The player controls the Punisher character from an over-the-shoulder third-person perspective through various New York City locations, shooting thugs and battling supervillains. Hitman, Jigsaw, Colonel Kliegg, Sijo Kanaka, and Assassin as bosses. The final boss is the Kingpin.



Puss 'n Boots: Pero's Great Adventure

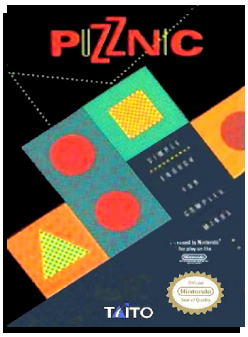
5.5

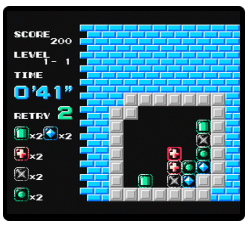
Developer Shouei System
Publisher Electro Brain
Release date (us) June 1990
Genre Platformer
Players 1 Player(s)

- There was a Japan-only prequel called Nagagutsu o Haita Neko: Sekai Isshū 80 Nichi Dai Bōken
- Puss 'n Boots: Pero's Great Adventure was loosely based on Jules Verne's book Around the World in Eighty Days.
- The character Pero, who is Toei Animation's mascot, is based on the cat from the folktale entitled "Puss in Boots" by Charles Perrault. The game's title comes from that story as well.

NTSC-U

US Rarity: 5





Puzznic

7.4

Developer Taito
Publisher Taito
Release date (us) November 1990
(eur) April 25, 1991
Genre Puzzle
Players 1 Player(s)

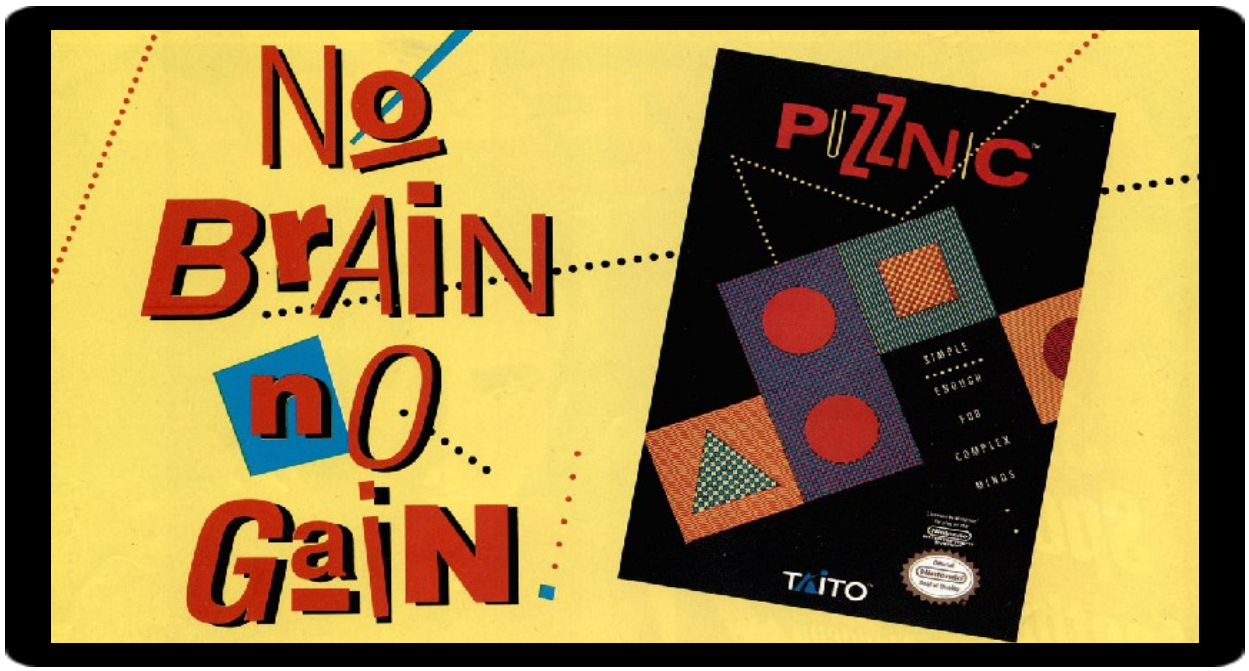
- The Japanese 1989 arcade and FM Towns version had adult content during gameplay which was a nude lady that would be revealed when the level were completed.
- The challenge in each level of Puzznic is to manoeuvre a selection of blocks into place so as to clear them all, by making them make contact with blocks of the same design.

SCN

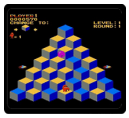
PAL

NTSC-U

US Rarity: 6



6.5



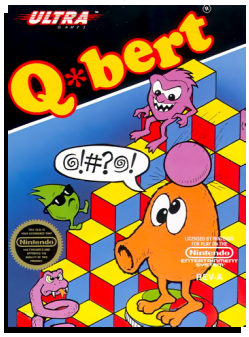
NTSC-U

US Rarity: 5

Q*bert

Developer	Konami
Publisher	Ultra Games
Release date	(us) February 1989
Genre	Puzzle
Players	1-2 Player(s) alternating

- Q*bert /ˈkju:bərt/ was originally an arcade video game developed and published by Gottlieb in 1982.
- The object is to change the color of every cube in a pyramid by making the on-screen character jump on top of the cube while avoiding obstacles and enemies.
- The game may be more difficult on the NES by the lack of diagonal control.



4.1

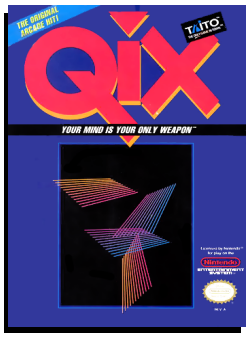
NTSC-U

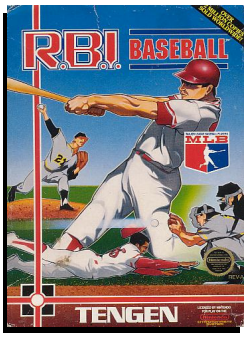
US Rarity: 6

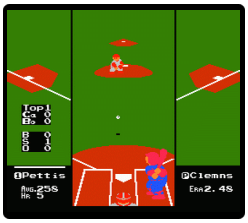
Qix

Developer	Novotrade
Publisher	Taito
Release date	(us) January 1991
Genre	Puzzle
Players	1-2 Player(s) alternating

- Qix was originally an arcade game, released by Taito America Corporation in 1981.
- The objective of Qix is to fence off, or “claim”, a supermajority of the playfield.
- On December 9, 2009, Taito released for the Xbox Live Arcade an improved version of Qix: Qix++.







R.B.I. Baseball

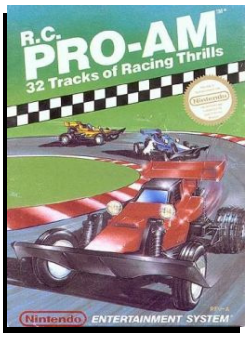
7.7

Developer	Namco
Publisher	Namco/Tengen
Release date	(us) 1987
Genre	Sports
Players	1-2 Player(s) simultaneous

- Tengen's controlling company, Namco, developed and released Family Stadium for the Famicom. The game was a success and spawned numerous sequels across a variety of platforms in Japan. Atari Games, the American arcade division and Tengen's parent company, released a Nintendo Vs. Series version of Family Stadium named Vs. RBI Baseball in 1987. It was also successful, so its programmer, Peter Lipson, developed a console version for the NES.

NTSC-U

US Rarity: 4



R.C. Pro-Am

6.9

Developer	Rare
Publisher	Nintendo
Release date	(us) February 1988 (eur) April 15, 1988
Genre	Racing
Players	1 Player(s)

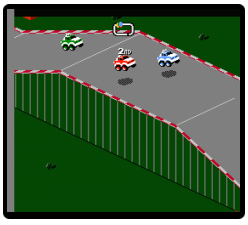
- Listed by video game reviewers as one of Rare's first successful NES titles, R.C. Pro-Am was well-received for its visuals, sound, gameplay, and enjoyability.
- The music was composed by David Wise, known for his work on Cobra Triangle as well as the Donkey Kong Country series and Banjo-Kazooie series.

SCN

PAL

NTSC-U

US Rarity: 2



R.C. Pro-Am II

9.0

Developer	Rare
Publisher	Tradewest
Release date	(us) December 1992 (eur) September 23, 1993
Genre	Racing
Players	1-4 Player(s) simultaneous

- The game is the sequel to the 1988 title R.C. Pro-Am and features similar gameplay, but it also features a wider variety of tracks, the ability to earn points and money which could be used to upgrade vehicles and buy weapons, and bonus stages.
- R.C. Pro-Am II was named by Nintendo Power as the best NES game of 1993.

SCN

NTSC-U

SCN Rarity: 7
US Rarity: 6

5.4

PAL

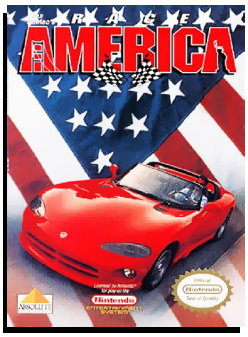
NTSC-U

US Rarity: 6

Race America

Developer Imagineering Inc.
Publisher Absolute Entertainment (NA)/ Milton Bradley (EU)
Release date (us) May 1992
Genre Racing
Players 1-2 Player(s) simultaneous

- Race America is also known as Corvette ZR-1 Challenge.
- The European version received the Chevrolet license to use its Corvette vehicles while the North American version had to be redesigned into vehicles that strongly resembled Dodge Vipers.



4.0

SCN

PAL

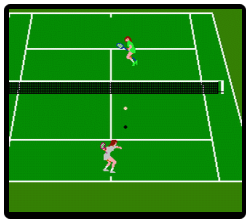
NTSC-U

US Rarity: 2

Racket Attack

Developer TOSE
Publisher Jaleco
Release date (us) October 1988
(eur) March 24, 1994
Genre Sports
Players 1-2 Player(s) simultaneous

- The North American version features an endorsement from Wilson Sporting Goods.
- This game is seen as an overall improvement over the original Tennis video game for the NES with a wide selection of player characters and a deep level of gameplay for the late 1980s.



6.0

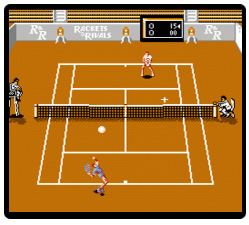
PAL

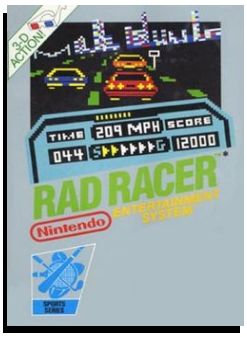
ITA Rarity: 6

Rackets & Rivals

Developer Konami
Publisher Palcom
Release date (eur) 1993
Genre Sports
Players 1-4 Player(s) simultaneous

- Rackets & Rivals offers a Training mode, a Free Play mode, and a Tournament mode. In Free Play, players may compete in a singles or doubles match. Training mode is similar to Free Play, except there is no scoring, so the player can focus on learning game mechanics.





Rad Racer

Developer	Square
Publisher	Nintendo
Release date	(us) October 1987 (eur) January 15, 1988
Genre	Racing
Players	1 Player(s)

- In 1987, few racing games existed for the NES, and Rad Racer was seen as Square's answer to Sega's Out Run.
- Despite the efforts of Square Co. to make unique games with 3D features such as Rad Racer and 3-D Worldrunner, sales were not high and the company was in trouble. These events are what led to a final attempt at a breakout hit, Final Fantasy.

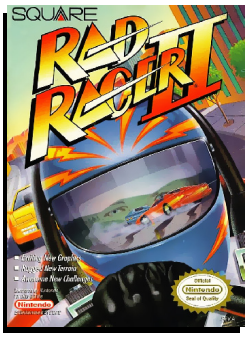
6.8

SCN

PAL

NTSC-U

US Rarity: 3



Rad Racer II

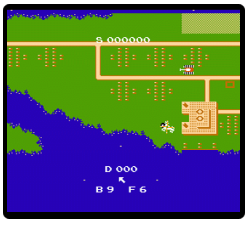
Developer	Square
Publisher	Square
Release date	(us) June 1990
Genre	Racing
Players	1 Player(s)

- Rad Racer II had virtually identical gameplay.
- Electropop group Work Drugs released a song called "Rad Racer" in 2011 and the official video for the song contains footage from Rad Racer II.
- A cheat code can be used to "race in the dark"; and, instead of flipping over, the player's car spins out after a crash.

6.8

NTSC-U

US Rarity: 4



Raid on Bungeling Bay

Developer	Brøderbund/Hudson Soft
Publisher	Brøderbund
Release date	(us) September 1987
Genre	Strategy
Players	1-2 Player(s) simultaneous

- Raid on Bungeling Bay was the first video game designed by Will Wright. It was originally made for the Commodore 64.
- Wright continued to develop the editor for the game as a personal toy because he enjoyed it so much. He researched urban planning and realised that others might enjoy constructing and building cities themselves. The result was a fancier simulation that eventually became SimCity.

5.1

NTSC-U

US Rarity: 3

7.0

PAL

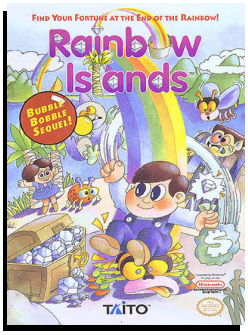
NTSC-U

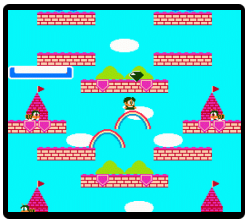
US Rarity: 5

Rainbow Islands: The Story of Bubble Bobble 2

Developer	Disco/Ocean (PAL)/Taito (NTSC)
Publisher	Taito
Release date	(us) June 1991
Genre	Platformer
Players	1-2 Player(s) alternating

- The main characters are Bubblun and Bobblun, the protagonists of Bubble Bobble.
- The European version of the NES port, is more faithful to the Arcade version, whereas the Japanese and North American versions have original level designs and story intermissions.





5.5

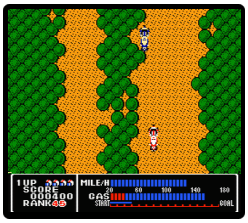
NTSC-U

US Rarity: 4

Rally Bike

Developer	Romstar
Publisher	Romstar
Release date	(us) September 1990
Genre	Racing
Players	1-2 Player(s) alternating

- Rally Bike was originally an 1988 racing arcade game developed by Toaplan and published by Taito.
- Rally Bike is a bird's eye viewed motorcycle road racing game, where the player controls a motorcycle and must cross the finish line before an established number of competitor bikes.



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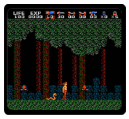


NTSC-U

US Rarity: 3

Rambo

Developer	Pack-In-Video
Publisher	Acclaim
Release date	(us) May 1988
Genre	Action
Players	1 Player(s)

- The ending sequence allows the player to throw a giant kanji character towards Murdock after returning to the base, which inexplicably turns Murdock into a frog.
- The USA version ends with a simple "End", but the Japanese Famicom version contains staff credits. It is unknown why this was left out of the USA version.

Rampage

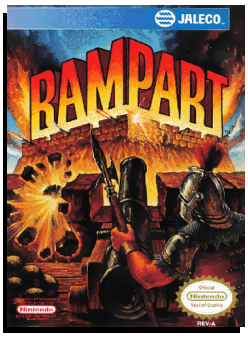
5.2

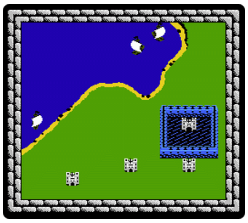
Developer	Data East
Publisher	Data East
Release date	(us) December 1988
Genre	Platformer
Players	1-2 Player(s) simultaneous

- Rampage started as an 1986 arcade game by Bally Midway.
- Players take control of gigantic monsters trying to survive against onslaughts of military forces. Each round is completed when a particular city is completely reduced to rubble.
- The NES version of the game has background music, hints are given between each city, and there is a map of the USA that shows your progress and you terrorize the nation.

NTSC-U

US Rarity: 4



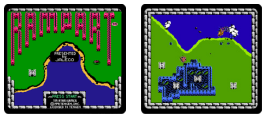


Rampart

1.0

Developer	Bitmasters
Publisher	Jaleco
Release date	(us) January 1992
Genre	Puzzle
Players	1-2 Player(s) simultaneous

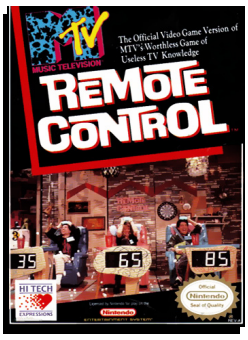
- Rampart is an arcade game, released in 1990 by Atari Games, that combines the shoot ‘em up and puzzle genres.
- Rampart influenced the first tower defense games around a decade later. Gameplay similarities include defending a territory by erecting defensive structures, and making repairs between multiple rounds of attacks.



PAL

NTSC-U

US Rarity: 4

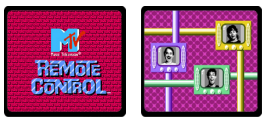


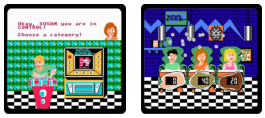
Remote Control

3.0

Developer	RSP
Publisher	Hi Tech Expressions
Release date	(us) May 1990
Genre	Game Show
Players	1-2 Player(s) simultaneous

- Remote Control was a TV game show that ran on MTV for five seasons from 1987 until 1990. It was MTV’s first original non-musical program. Three contestants answered trivia questions on movies, music, and television, many of which were presented in skit format.
- The game remained quite similar to the show, although the NES version has no endgame.





NTSC-U

US Rarity: 5

The Ren & Stimpy Show: Buckaroo$!

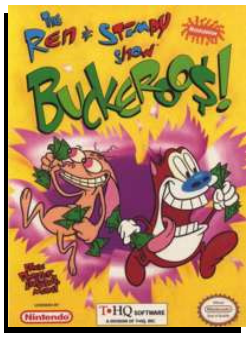
5.6

NTSC-U

US Rarity: 5

Developer	Imagineering
Publisher	THQ
Release date	(us) November 1993
Genre	Platformer
Players	1 Player(s)

- It is one of three THQ titles adapted from the American cartoon series The Ren & Stimpy Show. It is accompanied by The Ren & Stimpy Show: Veediots! and The Ren & Stimpy Show: Fire Dogs on the SNES.
- In Buckaroo$, Ren and Stimpy traverse through sixteen stages. There's medieval-themed, space-themed, and old west stages, along with the occasional submission of Mr. Horse.



Renegade

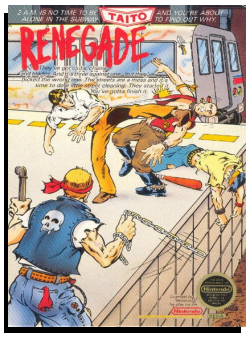
5.6

NTSC-U

US Rarity: 3

Developer	Technos
Publisher	Taito
Release date	(us) January 1988
Genre	Beat 'em up
Players	1-2 Player(s) alternating

- Renegade is a westernized conversion of the Japanese arcade game Nekketsu Kōha Kunio-kun. It is an immediate technological predecessor to Double Dragon.
- The NES version, is a strong departure from the original arcade game
- The NES port of Renegade was released for the Wii's Virtual Console in North America on 2008 at a cost of 500 Wii Points.



Rescue: The Embassy Mission

6.2

SCN

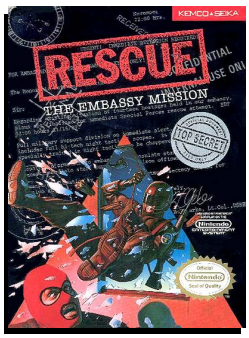
PAL

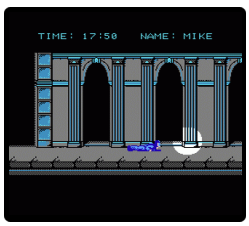
NTSC-U

US Rarity: 3

Developer	Infogrames/Kemco
Publisher	Kemco/Seika
Release date	(us) January 1990 (eur) March 27, 1991
Genre	Shooter
Players	1 Player(s)

- Hostages is a computer game developed by New Frontier and published by Infogrames. The game was a forerunner to tactical-strategy titles like Rainbow Six and Ghost Recon.
- Rescue: The Embassy Mission is a short NES game, involving 4 different types of gameplay segments as the player attempts to rescue hostages and eliminate the terrorist threat.





Ring King

5.0

Developer	Data East/Namco
Publisher	Data East
Release date	(us) September 1987
Genre	Sports
Players	1-2 Player(s) simultaneous

- The NES version of Ring King created some controversy because the boxers' cornermen appear to be performing fellatio on them between rounds. Though the scene was only intended to show the cornermen placing the Foul Cup into the boxer's trunks, the graphical limitations of the NES made the scene appear questionable. The boxers may also appear to be hugging as they grapple because of the NES's limitations.

NTSC-U

US Rarity: 4

River City Ransom

7.9

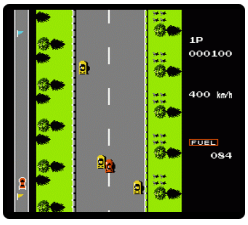
Developer	Million/Technōs Japan
Publisher	Technōs Japan (NA)/Infogrames (EU)
Release date	(us) January 1990
Genre	Beat 'em up
Players	1-2 Player(s) alternating

- River City Ransom is the third game in Technos' Kunio-kun series released for the console, preceded by Renegade and Super Dodge Ball. Like its predecessors, River City Ransom underwent great changes in its storyline and graphical presentation during its localization in order to make the game more palatable in the western market.

PAL

NTSC-U

US Rarity: 4



Road Fighter

5.9

SCN

PAL

SCN Rarity: 7

Developer	Konami
Publisher	Palcom
Release date	(eur) 1991
Genre	Racing
Players	1 Player(s)

- Road Fighter was the first car racing game from Konami.
- In the game, the goal is to get your car to the end of all four levels before you run out of fuel.
- A Japan-only rebooted sequel was released in 2010.
- Konami Man will make a cameo appearance, flying by the side of the road if the player progresses to a certain point.

6.2

PAL

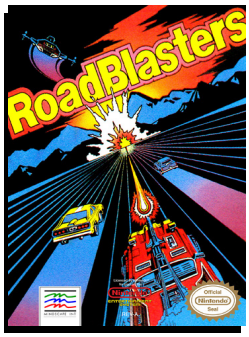
NTSC-U

US Rarity: 3

RoadBlasters

Developer	Beam Software
Publisher	Mindscape
Release date	(us) January 1990
Genre	Racing
Players	1 Player(s)

- RoadBlasters was originally an arcade game released by Atari Games in 1987.
- The object of the game is to complete all 50 rallies without running out of fuel. There is no limit to how many vehicles a player can receive to complete a rally, as long as they have fuel. However, the destruction of the vehicle will subtract a small amount from the player's fuel tank.



6.7

SCN

PAL

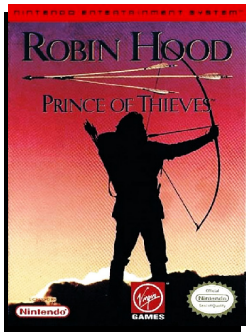
NTSC-U

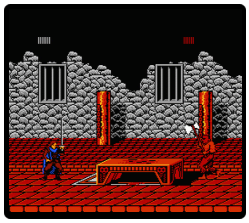
SCN Rarity: 6
US Rarity: 5

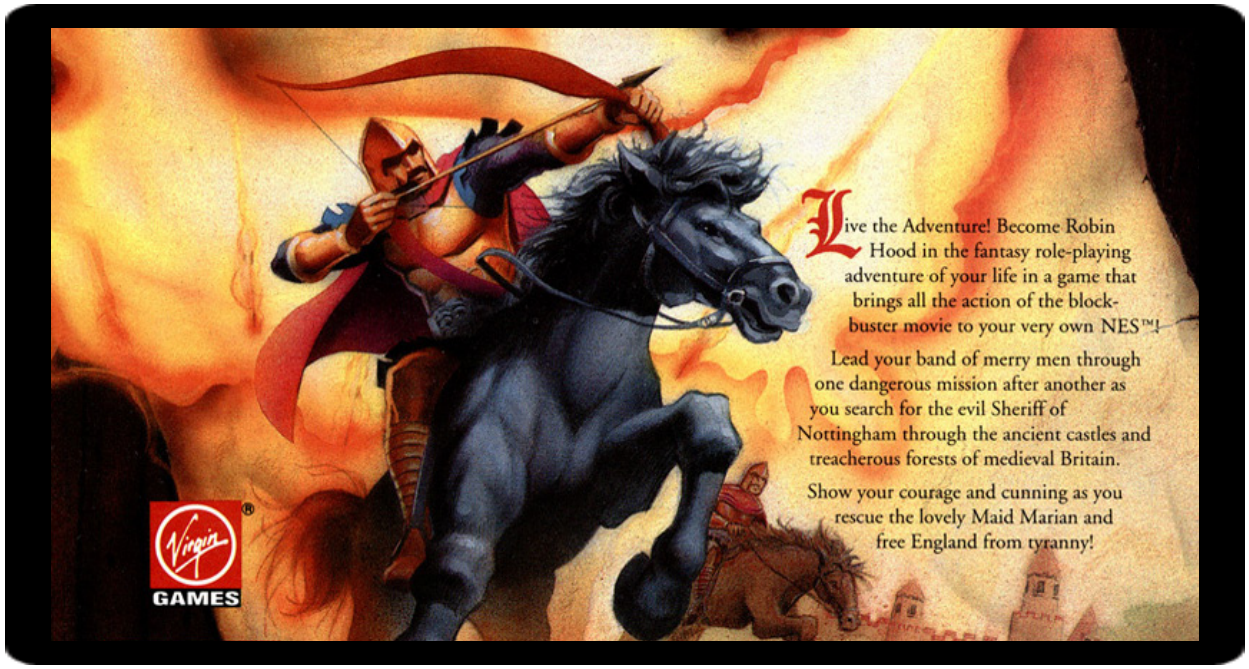
Robin Hood: Prince of Thieves

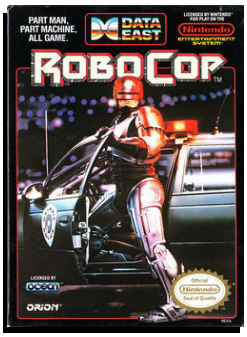
Developer	Sculptured Software/Bits Studios
Publisher	Virgin Interactive
Release date	(us) November 1991 (eur) December 10, 1992
Genre	Action adventure
Players	1 Player(s)

- Robin Hood: Prince of Thieves was based on the film of the same name.
- The game was featured as the cover game for the July 1991 issue of Nintendo Power magazine. However, this issue was notorious for the fact that the game was not released until 6 months after the issue was released.









RoboCop

Developer	SAS Sakata
Publisher	Data East
Release date	(us) December 1989 (eur) April 25, 1991
Genre	Action
Players	1 Player(s)

- In the game, a player controls RoboCop who advances through various stages that are taken from the 1987 movie.
- The games capture the spirit of the RoboCop film to some degree, as it involves killing generic criminals and enemy bosses, like the dangerous ED-209.

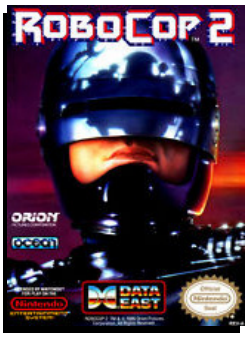
6.3

SCN

PAL

NTSC-U

US Rarity: 3



RoboCop 2

Developer	Painting by Numbers
Publisher	Data East
Release date	(us) April 1991
Genre	Action
Players	1 Player(s)

- RoboCop 2 is based on the movie of the same name.
- The version for the NES was a simple left-to-right scrolling platformer, in which RoboCop was required to collect/destroy at least two-thirds of the drug “nuke” in each level and arrest two-thirds of the suspects by running into them (in contrast to shooting them).

3.8

PAL

NTSC-U

US Rarity: 4

RoboCop 3

Developer	Digital Image Design/Probe Entertainment
Publisher	Ocean
Release date	(us) August 1992 (eur) July 28, 1994
Genre	Action
Players	1 Player(s)

- A unique, memorable feature is the fact that each of RoboCop’s body parts has a separate damage rating. Heavily damaged parts can result in “malfunctions,” such as erratic firing or difficulty walking.
- Within PAL-A regions, it was only released in Italy.

8.0

SCN

PAL

NTSC-U

US Rarity: 6

5.7

SCN

PAL

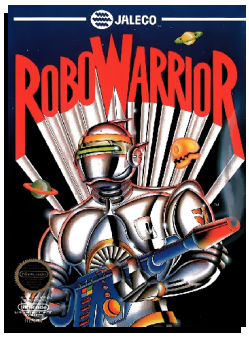
NTSC-U

US Rarity: 3

Robowarrior

Developer Hudson Soft
Publisher Jaleco
Release date (us) December 1988
(eur) September 27, 1989
Genre Action
Players 1 Player(s)

- Robowarrior takes place on an alien planet called Altile. The player operates a cyborg named ZED. In the game, ZED raids Altile to fight the Xantho empire and destroy its leader, Xur.
- Some gameplay elements resemble those of Bomberman.
- In 1991, Sunsoft published a sequel to Bomber King (the japanese title) for Game Boy, titled Bomber King Scenario 2.



5.0

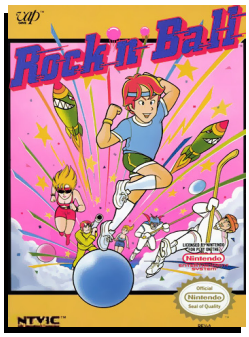
NTSC-U

US Rarity: 5

Rock ‘n Ball

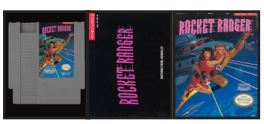
Developer KID
Publisher Vap/NTVIC
Release date (us) January 1990
Genre Pinball
Players 1-4 Player(s) alternating

- In the North American version, fictional human characters are used instead of the licensed Namco characters. Compared to the North American version, the bumpers in the Japanese version are separately further and the players have more room to guide their ball around the playing surface. The Japanese version has a higher overall difficulty compared to the North American version despite the latter having bigger arches.



4.0

NTSC-U



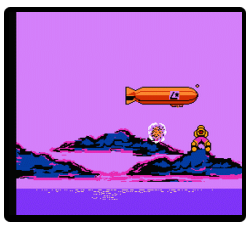
US Rarity: 3

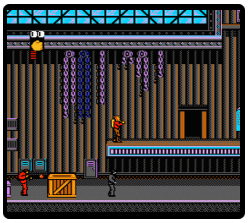
Rocket Ranger

Developer Beam Software
Publisher Kemco/Seika
Release date (us) June 1990
Genre Adventure
Players 1 Player(s)

- Rocket Ranger was originally an 1988 action adventure computer game developed and published by Cinemaware.
- The game was originally developed as Nazis winning World War II and the Rocket Ranger has to wipe them out, but due to Nintendo’s censorship policy, they were forced to change the storyline.

“vgmpf.com”

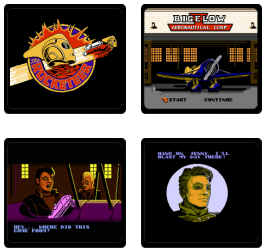




The Rocketeer

4.0

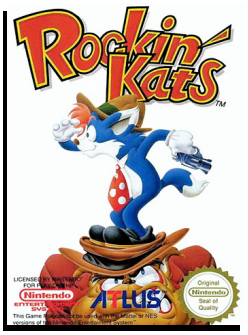
Developer	Bandai
Publisher	Bandai
Release date	(us) May 1991
Genre	Action
Players	1 Player(s)



- The game is a two-dimensional side-scroller that was common to the NES platform during the era in which it was released.
- The story is similar to the movie, The Rocketeer, in that it takes place in 1938, starts out at Bigelow Airfield, and shares the key characters of the movie. Additionally, the plot is similar to the movie.

NTSC-U

US Rarity: 4



Rockin' Kats

6.6

Developer	Atlus
Publisher	Atlus
Release date	(us) September 1991 (eur) November 19, 1992
Genre	Platformer
Players	1 Player(s)

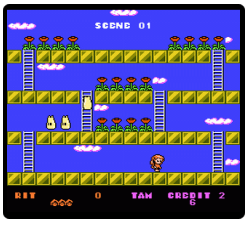
- The side-scrolling game involves the adventures of a cartoon cat in his quest to defeat a criminal gang of dogs that has taken over the city.
- Willy is armed with a punch gun, that he can launch at the various thugs, or to hook onto and swing from. Willy can also use the punch gun to grab and throw certain objects.

SCN

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 6



Rod Land

7.1

Developer	Sales Curve Interactive
Publisher	Jaleco
Release date	(eur) 1993
Genre	Platformer
Players	1-2 Player(s) simultaneous

- Rod Land was originally an 1990 arcade game.
- The NES version adds some new platform stages and allows the player to jump.
- The NES version was only released in Italy, Spain and the Netherlands.

PAL

ITA Rarity: 9

4.7

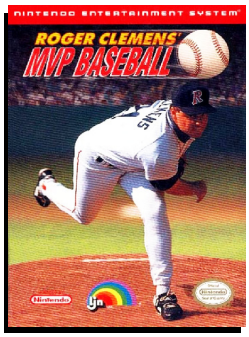
NTSC-U

US Rarity: 3

Roger Clemens' MVP Baseball

Developer Sculptured Software
Publisher LJN
Release date (us) October 1991
Genre Sports
Players 1-2 Player(s) simultaneous

• The 26 teams featured in the game correspond to the 1991 MLB teams, though team nicknames have been changed due to the lack of an MLB license. While many of the fictional players in the game have names that are simply mutations of their real names, the game programmers appear to have had a bit of fun with some of them, poking fun at the names of some of the real players they are intended to represent.



6.0

PAL

NTSC-U

US Rarity: 4

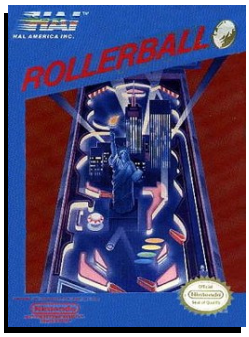
Rollerball

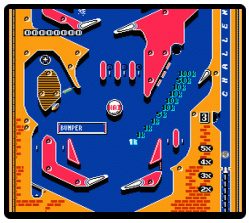
Developer HAL
Publisher HAL
Release date (us) February 1990
Genre Pinball
Players 1-4 Player(s) alternating

• Rollerball was produced in 1988 for the NES, four years after its initial release on the MSX.

• The pinball machine rendered in Rollerball is composed of four screens, which, by proportion, would be about as long as two standard pinball tables if it were a real table.

• It is designed to be played by one to four players, in turn.





4.0

NTSC-U

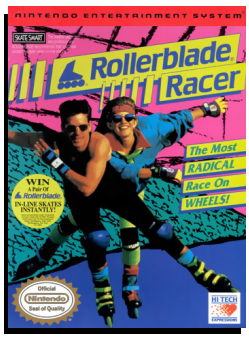
US Rarity: 6

Rollerblade Racer

Developer Radiance
Publisher Hi Tech Expressions
Release date (us) February 1993
Genre Sports
Players 1 Player(s)

• In Rollerblade Racer, the player's goal is to win the "super rollerblade challenge".

• Players will first need to qualify by earning 5,000 points and completing several obstacle courses. These points are earned by performing stunts on suburbs, city streets, beaches, and parks.



RollerGames

Developer Konami
Publisher Ultra Games
Release date (us) September 1990
(eur) October 24, 1991
Genre Beat-em-up
Players 1 Player(s)

- RollerGames was originally a U.S. television series that presented a theatrical version of the sport of roller derby.
- Konami released two different video game versions of RollerGames in 1990 for different platforms: a coin-operated version and a console version for the NES.

6.0

SCN

PAL

NTSC-U

SCN Rarity: 5
US Rarity: 5

Romance of the Three Kingdoms

Developer Koei
Publisher Koei
Release date (us) October 1989
Genre Turn-based strategy
Players 1-8 Player(s) alternating

- The games draw ideas mainly from the historical novel Romance of the Three Kingdoms and the more historical text Records of the Three Kingdoms.
- The games are based on events that took place in China during the 2nd and 3rd centuries, when the land was divided between the Shu Han, Cao Wei and Eastern Wu kingdoms.

6.0

NTSC-U

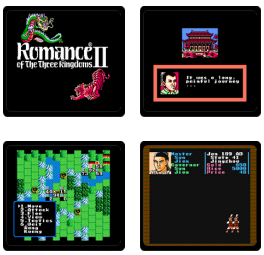
US Rarity: 3

Romance of the Three Kingdoms II

Developer Koei
Publisher Koei
Release date (us) September 1991
Genre Turn-based strategy
Players 1-12 Player(s) alternating

- Upon starting the game, players choose from one of six scenarios that determine the initial layout of power in ancient China. The scenarios loosely depict allegiances and territories controlled by the warlords as according to the novel, although gameplay does not follow events in the novel after the game begins.

8.1

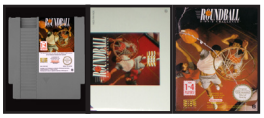


NTSC-U

US Rarity: 6

3.0

PAL



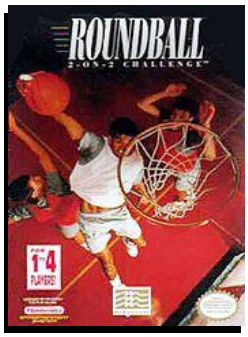
NTSC-U

US Rarity: 5

Roundball: 2 on 2 Challenge

Developer	Park Place Productions
Publisher	Mindscape
Release date	(us) May 1992
Genre	Sports
Players	1-4 Player(s) simultaneous

- Roundball: 2-On-2 Challenge is a two-on-two basketball video game that is played on a half court.
- The game modes contain an exhibition game and a tournament mode.
- Players can choose from 24 fictional basketball athletes named after the game developers; who have their own individual stats.



5.2

SCN

PAL

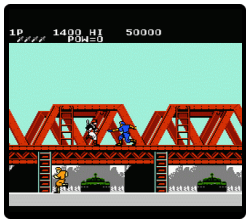
NTSC-U

US Rarity: 2

Rush'n Attack

Developer	Konami
Publisher	Konami
Release date	(us) April 1987 (eur) 1988
Genre	Action
Players	1-2 Player(s) simultaneous

- Rush'n Attack was originally released in Japan and Europe as Green Beret, an arcade game released in 1985.
- The player's objective in the NES version was changed from rescuing prisoners to destroying a secret weapon being developed in the enemy's headquarters.



7.5

SCN

PAL

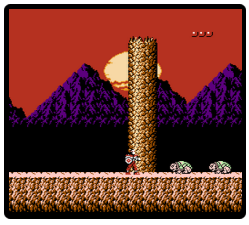
NTSC-U

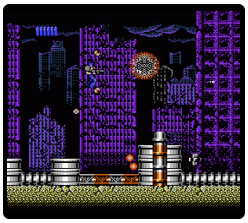
US Rarity: 3

Rygar

Developer	Tecmo
Publisher	Tecmo
Release date	(us) July 1987 (eur) March 30, 1990
Genre	Action adventure
Players	1 Player(s)

- Rygar was originally released for arcades in Japan.
- The NES version of Rygar was also more of an action role-playing game. It was particularly notable for its permanent power-up mechanic, which at the time blurred the line between the power-ups used in action-adventures and the experience points used in RPGs.





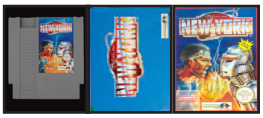
S.C.A.T.: Special Cybernetic Attack Team

8.0

Developer Natsume
Publisher Natsume (NA)/Imagineer (EU)
Release date (us) June 1991
Genre Shooter
Players 1-2 Player(s) simultaneous

• S.C.A.T.: Special Cybernetic Attack Team is known as Final Mission in Japan and Action in New York in Europe and Australia. Within PAL-A regions, the game was only released in the UK.

PAL



NTSC-U

US Rarity: 5

Section Z

6.0

Developer Capcom
Publisher Capcom
Release date (us) July 1987
(eur) September 27, 1989
Genre Shooter
Players 1 Player(s)

• Section Z was originally released as an arcade game in 1985.

• The gameplay was altered for the NES port, particularly in its level design and game controls.

• The NES version features three stages, each comprising 20 sections, which are full-fledged levels in this version, although not all sections need to be visited to complete the game.

SCN

PAL

NTSC-U

US Rarity: 3

Seicross

6.2

Developer Nihon Bussan
Publisher FCI
Release date (us) October 1988
Genre Racing
Players 1-2 Player(s) alternating

• The game was originally an arcade game developed and released by Nichibutsu. Despite the original arcade being titled Sector Zone, Nichibutsu later ported it to the Famicom as Seicross.

• During the game play of Seicross, the player rides a gliding motorcycle-like vehicle, bumping other riders and collecting blue people who are stranded.

NTSC-U

US Rarity: 4

1.0

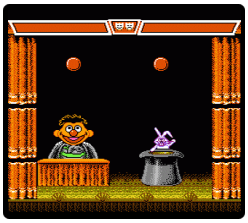
NTSC-U

US Rarity: 4

Sesame Street: 1-2-3

Developer Rare
Publisher Hi Tech Expressions
Release date (us) January 1989
Genre Edutainment
Players 1 Player(s)

- Sesame Street 1-2-3 featured two different games: Astro-grover, and Ernie's magic shapes. In Ernie's magic shapes, you had to match the right symbol to a base symbol. Astro-grover was a simple math game.
- The game is meant to teach the player about basic logic and the cardinal directions, basic counting and arithmetic.



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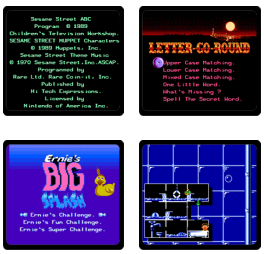


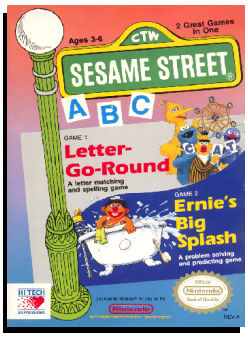
NTSC-U

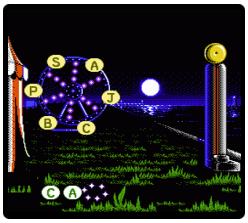
US Rarity: 4

Sesame Street: A-B-C

Developer Rare/CBS Learning Systems
Publisher Hi Tech Expressions
Release date (us) September 1989
Genre Edutainment
Players 1 Player(s)

- It was originally made for DOS. At some point in time, the game was released for the Unisys ICON operating system, a platform commissioned by the Ontario education system. No copies of this format exist, as the last ICON computers and software were destroyed in the early-2000s.
- Sesame Street A-B-C is an educational game featuring two educational video games.





4.0

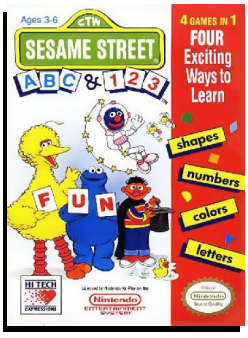
NTSC-U

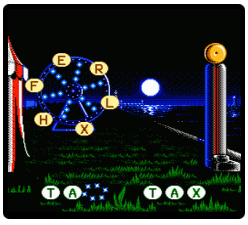
US Rarity: 6

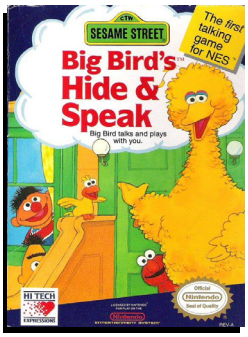
Sesame Street: A-B-C/1-2-3

Developer Rare
Publisher Hi Tech Expressions
Release date (us) November 1991
Genre Compilation
Players 1 Player(s)

- Sesame Street 1-2-3 and A-B-C were re-released as a compilation cartridge titled Sesame Street A-B-C and 1-2-3.
- They games are Letter-Go-Round, a spelling and letter-matching game; Ernie's Big Splash, which is a problem-solving and predicting game; Astro-Grover, a math game for beginners; and Ernie's Magic Shapes, a shape and color-matching game.







Sesame Street: Big Bird's Hide & Speak

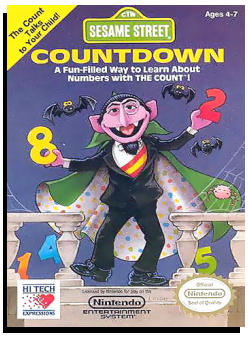
4.2

Developer	RSP
Publisher	Hi Tech Expressions
Release date	(us) October 1990
Genre	Edutainment
Players	1 Player(s)

- The game was one of the simplest-to-play NES games ever released commercially.
- It was the first NES game to feature a digitized voice, in the form of Big Bird.

NTSC-U

US Rarity: 4



Sesame Street: Countdown

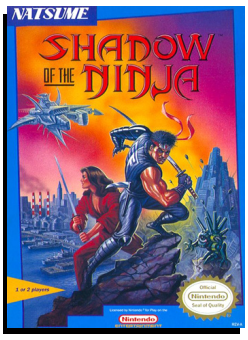
8.0

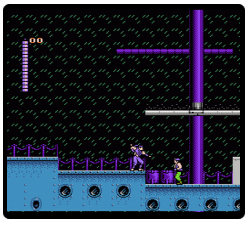
Developer	RSP
Publisher	Hi Tech Expressions
Release date	(us) February 1992
Genre	Edutainment
Players	1 Player(s)

- Players control Count Von Count as they search for a number. The number is chosen in a spinning wheel. Each time players collect the right number, which may be in the form of a number or a collection of items that add up to the number.
- It features digitalized sound clips of the voice of Count von Count, Jerry Nelson.

NTSC-U **4.21.**

US Rarity: 5





Shadow of the Ninja

7.3

SCN

Developer	Natsume
Publisher	Natsume (NA)/Data East (EU)
Release date	(us) December 1990 (eur) July 25, 1991
Genre	Action
Players	1-2 Player(s) simultaneous

- The game was retitled in Europe as Blue Shadow.
- GamePro ran a contest in 1991, awarding 10 readers with a free copy of the game. The magazine stated the 10 giveaway copies were an exclusive edition of the game, which had a password feature not included in any of the retail versions of the game, nobody has yet confirmed to own such a copy.

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 5

6.8

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 3

Shadowgate

Developer	ICOM Simulations/Kemco/Seika
Publisher	Kemco/Seika
Release date	(us) December 1989 (eur) May 30, 1991
Genre	Adventure
Players	1 Player(s)

- Shadowgate was originally an 1987 Apple Macintosh game.
- The Swedish language version was noted because the “Go” and “Hit” abilities were mistranslated into “Gä” and “Slä”, instead of “Gå” and “Slå” which is the correct translation. Bergsala included a letter with an apology.

8.1

SCN

PAL

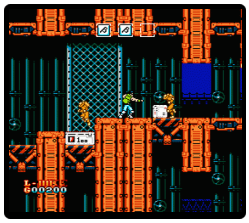
NTSC-U

SCN Rarity: 7
US Rarity: 3

Shatterhand

Developer	Natsume
Publisher	Jaleco
Release date	(us) December 1991 (eur) November 19, 1992
Genre	Action
Players	1 Player(s)

- Shatterhand was originally released by Angel (Bandai) in Japan in 1991 as a licensed game for the Famicom based on the live-action superhero series Super Rescue Solbrain.
- The main character’s primary attacks are his very own fists, which he can also use to intercept enemy bullets.



6.8

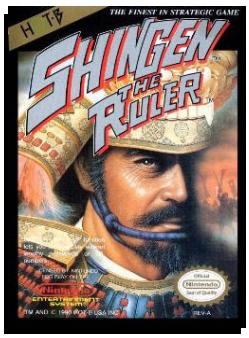
NTSC-U

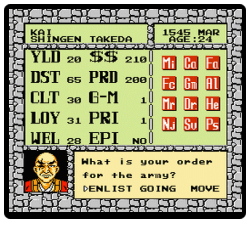
US Rarity: 5

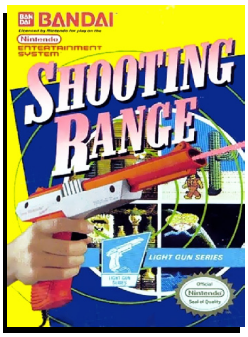
Shingen the Ruler

Developer	Another
Publisher	Hot-B
Release date	(us) June 1990
Genre	Strategy
Players	1 Player(s)

- This game was called Takeda Shingen 2 in Japan. The original Takeda Shingen video game was never released in North America.
- The game is set during the Sengoku period of Japan. The player is Takeda Shingen, who is based in the holding of Kai and Shinano. The goal of the game is to conquer central Japan, roughly spanning from Kyoto to Kamakura.







Shooting Range

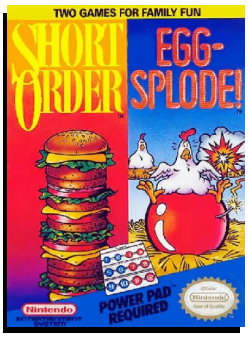
6.9

Developer TOSE
Publisher Bandai
Release date (us) June 1989
Genre Light Gun
Players 1-4 Player(s) alternating

- This video game involves mini-games resembling the Old West; with the exception being the moon level. It also includes a carnival-style game where you shoot glass bottles in a saloon.
- The objective is simple: shoot the red and white targets on the character's heads and watch your energy level.

NTSC-U

US Rarity: 4



Short Order / Eggsplode!

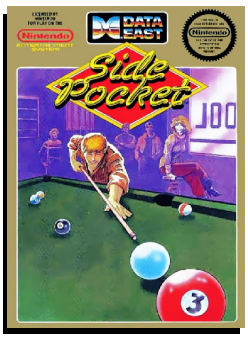
8.0

Developer TOSE
Publisher Nintendo
Release date (us) December 1989
Genre Power Pad
Players 1-5 Player(s) alternating

- In Short Order, the player is a short-order cook who must assemble a hamburger sandwich for a customer, placing ingredients in a specified sequence before the time limit. The scene of Eggsplode! is a hen house, in which two foxes place bombs in the nest boxes of the hens. The player must neutralize the bombs before they explode.

NTSC-U

US Rarity: 6



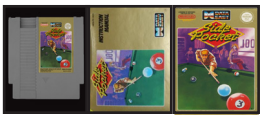
Side Pocket

8.0

Developer Data East
Publisher Namco/Data East
Release date (us) June 1987
(eur) May 27, 1992
Genre Sports
Players 1-2 Player(s) alternating

- Side Pocket is a pocket billiards video game originally released into arcades by Data East in 1986.
- In reviewing the NES version, Computer Gaming World declared it "far and away the best billiards simulation ever published for any system". The features that went beyond realistic pool were especially praised.

SCN



PAL

NTSC-U

SCN Rarity: 5
US Rarity: 4

Silent Service

6.7

SCN

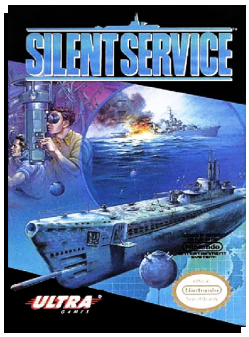
PAL

NTSC-U

US Rarity: 2

Developer	Rare
Publisher	Ultra Games
Release date	(us) December 1989 (eur) November 23, 1990
Genre	Simulation
Players	1 Player(s)

- Silent Service was originally an 1985 submarine simulator video game, designed by Sid Meier.
- It uses realistic tactics such as the End Around, as well as having the ability to adjust visibility and dud torpedoes. The game also gives you control of the rudders, periscope, and ballast.



Silkworm

6.7

NTSC-U

US Rarity: 5

Developer	American Sammy
Publisher	American Sammy
Release date	(us) June 1990
Genre	Shooter
Players	1-2 Player(s) simultaneous

- Silkworm was developed by Tecmo and first released for arcade in 1988.
- The player can take control of a Jeep mounted with a machine gun or a Helicopter mounted with forward and downward firing guns. Two players can work simultaneously and cooperatively against enemies, with one playing as the Jeep and one as the Helicopter.

Silver Surfer

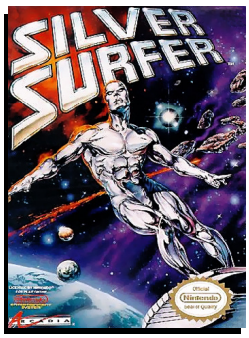
3.6

NTSC-U

US Rarity: 6

Developer	Software Creations
Publisher	Arcadia Systems
Release date	(us) November 1990
Genre	Shooter
Players	1 Player(s)

- In Silver Surfer, the player controls the Marvel Comics comic book hero Silver Surfer through various levels that alternate between a side-scrolling and an overhead perspective.
- Silver Surfer is primarily known for its strong difficulty and highly-praised music.



The Simpsons: Bart vs. the Space Mutants

4.1

Developer	Imagineering
Publisher	Acclaim
Release date	(us) February 1991 (eur) December 12, 1991
Genre	Action
Players	1 Player(s)

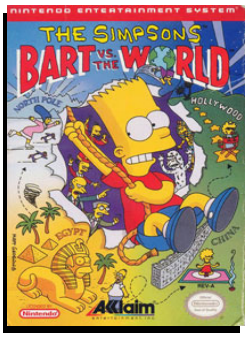
- Bart vs. the Space Mutants was the first ever video game based on the animated television series The Simpsons, and includes the theme song from the show.
- The player controls Bart Simpson through five levels as he tries to ruin the aliens' plan to take over the world.

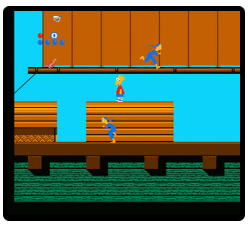
SCN

PAL

NTSC-U

SCN Rarity: 3
US Rarity: 3





The Simpsons: Bart vs. the World

6.8

Developer	Imagineering
Publisher	Acclaim
Release date	(us) December 1991 (eur) October 22, 1992
Genre	Platformer
Players	1 Player(s)

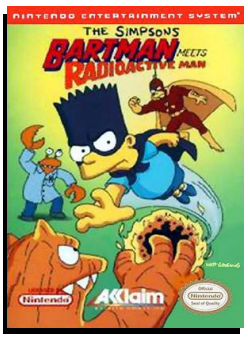
- In the game, the player controls Bart as he travels around the world on a scavenger hunt while facing against Mr. Burns' family and agents.
- There are four major areas in the game: China, the North Pole, Egypt and Hollywood, and each has several stages to play through.

SCN

PAL

NTSC-U

SCN Rarity: 5
US Rarity: 3



The Simpsons: Bartman Meets Radioactive Man

2.0

Developer	Imagineering
Publisher	Acclaim
Release date	(us) December 1992
Genre	Platformer
Players	1 Player(s)

- The game features Bart Simpson on a comic book quest to rescue his kidnapped idol, superhero Radioactive Man.
- At the time when the game was released, the "Bartman" alter ego was popular in merchandise relating to The Simpsons, although the character rarely appeared in the television series. Radioactive Man had not been featured much either.

PAL

NTSC-U

US Rarity: 5

Skate or Die!

6.2

SCN

PAL

NTSC-U

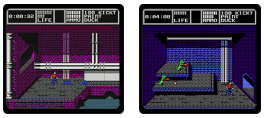
US Rarity: 2

Developer	Konami
Publisher	Ultra Games
Release date	(us) December 1988 (eur) August 17, 1990
Genre	Sports
Players	1-8 Player(s) alternating

- In the style of the Epyx "Games" series, players can compete in five different skateboarding events, either individually or sequentially.
- The game was well liked with players on both the computer and console sides,and inspired a sequel in Ski or Die in 1989.

Skate or Die 2: The Search for Double Trouble

7.0

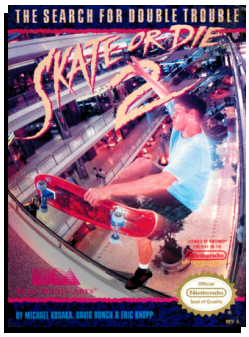


NTSC-U

US Rarity: 3

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) September 1990
Genre	Sports
Players	1 Player(s)

- The game is well known for successfully using digitized vocals and electric guitar in the opening theme (composed, along with the rest of the game's music, by Rob Hubbard).
- A 2012 three-part video interview on black metal revealed that the skater on the box art was young Jef Whitehead, the sole member of Leviathan.



Ski or Die

6.0

SCN

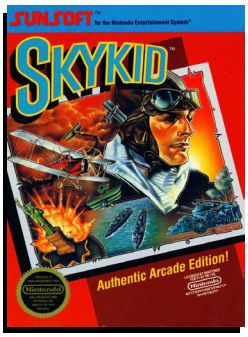
PAL

NTSC-U

SCN Rarity: 7
US Rarity: 4

Developer	Konami/Electronic Arts
Publisher	Ultra Games
Release date	(us) February 1991 (eur) October 24, 1991
Genre	Sports
Players	1-6 Player(s) alternating

- The game was first released for the Commodore 64 in 1989.
- It consisted of 5 minigames which could be played individually or in a set sequentially. The sports and activities depicted in the minigames are halfpipe-snowboarding, inflatable sled racing, aerial skiing, downhill skiing and snowball fights.



Sky Kid

3.0

Developer Namco
Publisher Sunsoft
Release date (us) September 1987
Genre Shooter
Players 1-2 Player(s) simultaneous

- Sky Kid was an arcade game that was released by Namco in 1985. It was the first game from Namco to allow 2 players to play simultaneously.
- The NES version of Sky Kid contains 26 stages, five more than original Sky Kid.
- The player are piloting biplanes, in a First World War-era battle.

NTSC-U

US Rarity: 4

Sky Shark

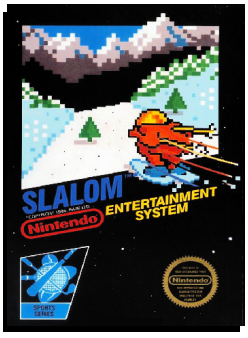
7.1

Developer Software Creations/Toaplan
Publisher Taito
Release date (us) September 1989
Genre Shooter
Players 1 Player(s)

- Flying Shark was first an 1987 arcade game. Romstar released the game in the US as Sky Shark.
- Piloting a biplane, the player takes out enemy land, air, and naval craft across various environments.
- The NES version of the game was Tim Follin's first composed soundtrack on the NES.

NTSC-U

US Rarity: 2



Slalom

4.0

Developer Rare
Publisher Nintendo
Release date (us) August 1987
(eur) October 15, 1987
Genre Racing
Players 1-2 Player(s) alternating

- Slalom was the last "black box" NES game released in North America, in August 1987.
- This was not only Rare's first title released for the NES, but it was also Rare's very first video game developed.

SCN

PAL

NTSC-U

US Rarity: 4

7.9

PAL

NTSC-U

US Rarity: 4

Smash TV

Developer Beam Software
Publisher Acclaim
Release date (us) September 1991
Genre Run and gun
Players 1-2 Player(s) simultaneous

- The theme of the game, borrowed from The Running Man, involves players competing in a violent game show, set in the then future year of 1999.
- On the NES, players have the option to use the directional pad on the second controller to control the direction the character will shoot on-screen.

5.6

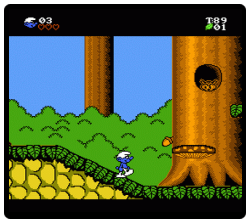
PAL

NOE Rarity: 7

The Smurfs

Developer Bit Managers
Publisher Infogrames
Release date (eur) 1994
Genre Platformer
Players 1 Player(s)

- Released by Infogrames in 1994 for home consoles and in 1997 for Windows.
- The evil Gargamel has captured three of the smurfs, so that he can have them for dinner. One of the smurfs must go out on a dangerous journey and rescue the captured smurfs.
- The game were released solely in Europe due to the continued popularity of the Smurf characters in that area.



7.8

SCN

PAL

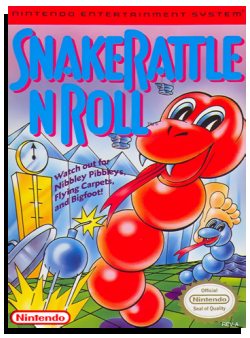
NTSC-U

US Rarity: 4

Snake Rattle ‘n’ Roll

Developer Rare
Publisher Nintendo
Release date (us) July 1990
Genre Platformer
Players 1-2 Player(s) simultaneous

- Snake Rattle ‘n’ Roll was developed by Rare members Tim Stamper and Mark Betteridge, with music composed by David Wise, which featured music inspired by “Shake, Rattle and Roll”, as well as other 1950s-era oldies.
- Snake Rattle ‘n’ Roll has been named one of the top games released on the NES and one of the top games released by Rare.



Snake's Revenge

Developer	Konami
Publisher	Ultra Games (NA)/Konami (EU)
Release date	(us) April 1990 (eur) March 1991
Genre	Action
Players	1 Player(s)

- Konami produced Snake's Revenge following Metal Gear, as a sequel produced specifically for the Western market.
- Hideo Kojima, the game designer of the original Metal Gear, was unaware of Snake's Revenge, and decided to develop his own sequel for the MSX2 computer after being informed of the game's creation.

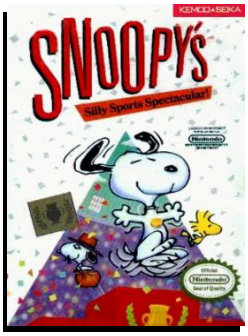
5.9

SCN

PAL

NTSC-U

SCN Rarity: 5
US Rarity: 3



Snoopy's Silly Sports Spectacular

Developer	Kemco
Publisher	Kemco/Seika
Release date	(us) April 1990
Genre	Sports
Players	1-2 Player(s) alternating

- Snoopy's Silly Sports Spectacular is a loose port of the 1987 Commodore 64, Amstrad CPC and ZX Spectrum title, Alternative World Games. Kemco had signed a deal with British developer/publisher Gremlin Graphics for the console rights to several of their computer games. However, this was the only title of theirs to be re-released back to the West. In the Japanese version, the game is known as Donald Duck.

5.0

NTSC-U

US Rarity: 5

Snow Brothers

Developer	Sol/Toaplan
Publisher	Capcom
Release date	(us) November 1991
Genre	Platformer
Players	1-2 Player(s) simultaneous

- Snow Bros was an 1990 arcade game released in 1990.
- The gameplay of Snow Bros is similar to Bubble Bobble.
- The NES version of the game introduces cut scenes and a more fleshed out story. However, this version has many of the stages and enemy layouts altered from the arcade version.
- The game did not sell very well, and is considered rare today.

7.5

PAL

NTSC-U

US Rarity: 6

3.5

SCN

PAL

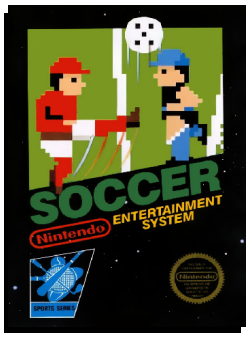
NTSC-U

US Rarity: 4

Soccer

Developer	Nintendo/Intelligent Systems
Publisher	Nintendo
Release date	(us) March 1987 (eur) January 15, 1987
Genre	Sports
Players	1-2 Player(s) simultaneous

- Soccer is a part of the Sports Series for the NES.
- The game features cheerleaders and the ability to choose between 15, 30, and 45-minutes halves.
- There are seven teams represented in the game.
- It is available on the Wii's Virtual Console since 2006.



8.2

SCN

PAL

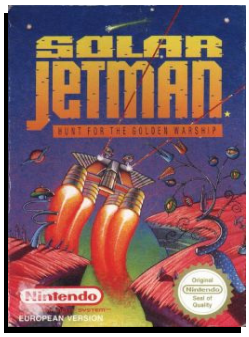
NTSC-U

SCN Rarity: 5
US Rarity: 3

Solar Jetman: Hunt for the Golden Warpship

Developer	Zippo Games/Rare
Publisher	Tradewest
Release date	(us) September 1990 (eur) September 26, 1991
Genre	Shooter
Players	1 Player(s)

- Solar Jetman is the third video game in the Jetman series.
- The game is a multi-directional shooter in the vein of Thrust and Gravitar. The player's craft is subject to inertia but not drag, so to stop moving in one direction it needs to thrust in the opposite way.



7.5

SCN

PAL

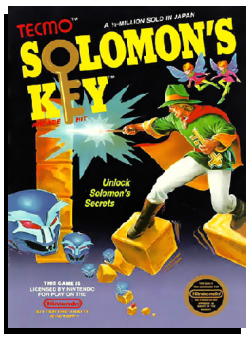
NTSC-U

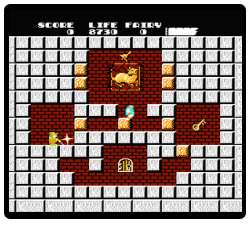
US Rarity: 4

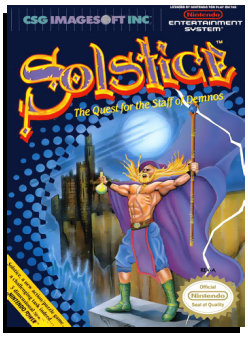
Solomon's Key

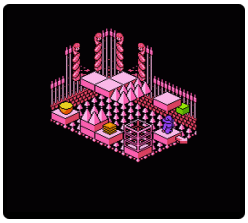
Developer	Tecmo
Publisher	Tecmo
Release date	(us) July 1987 (eur) March 30, 1990
Genre	Puzzle
Players	1 Player(s)

- Solomon's Key started as an 1986 arcade release on custom hardware based on the Z80 chipset.
- The game is generally recognized as one of the most difficult games to appear on the NES.
- In 1993, a prequel was released for the NES named Fire 'N Ice in North America (called Solomon's Key 2 elsewhere).









Solstice: The Quest for the Staff of Demnos

7.2

Developer Software Creations
Publisher Sony Imagesoft (NA)/Software Creations (EU)
Release date (us) June 1990
(eur) September 26, 1991
Genre Puzzle
Players 1 Player(s)

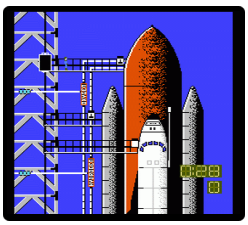
- The game was heavily influenced by Ultimate Play the Game's Knight Lore and Pentagram.
- Its theme music was scored by composer Tim Follin. The website Flying Omelette says *"Solstice has one of the best opening theme songs I've ever heard in an NES game."*

SCN

PAL

NTSC-U

SCN Rarity: 5
US Rarity: 2



Space Shuttle Project

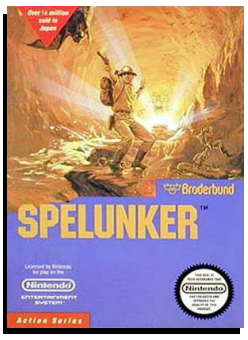
7.0

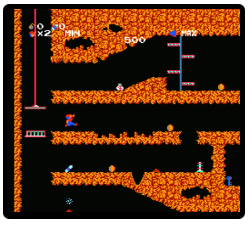
Developer Imagineering
Publisher Absolute Entertainment
Release date (us) November 1991
Genre Simulation
Players 1 Player(s)

- Space Shuttle Project was one of the few vehicle simulators not to be released for the personal computer.
- The object of Space Shuttle Project is to successfully launch and fly one of NASA's historic Space Shuttles as a shuttle commander. Gameplay is composed of several different types of missions, each broken up into short mini-games.

NTSC-U

US Rarity: 6



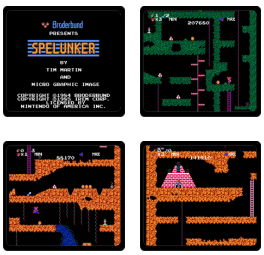


Spelunker

2.0

Developer Irem
Publisher Brøderbund
Release date (us) September 1987
Genre Platformer
Players 1 Player(s)

- Originally released by MicroGraphicImage for the Atari 8-bit computers in 1983.
- Spelunker is set in a colossal cave, with the player starting at the cave's entrance at the top, and the objective is to get to the fabulous treasure at the bottom. To achieve this, the player must walk and jump through increasingly challenging parts of the cave, all the while working with a finite supply of fresh air.



NTSC-U

US Rarity: 4

Spider-Man: Return of the Sinister Six

5.0

PAL

NTSC-U

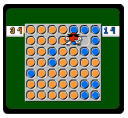
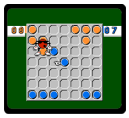
US Rarity: 4

Developer	Bits Studios
Publisher	LJN
Release date	(us) October 1992
Genre	Action
Players	1 Player(s)

- The game is loosely based on a Marvel Comics mini-series that featured Spider-Man and the Sinister Six in the early 1990s.
- Spider-Man has only one life, although you do receive one continue. While there are web cartridge icons scattered throughout certain levels, there are no icons available to restore energy.

Spot: The Video Game

5.0

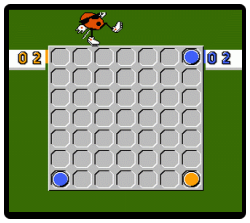



NTSC-U

US Rarity: 4

Developer	Bulletproof Software
Publisher	Arcadia Systems
Release date	(us) September 1990
Genre	Board Game
Players	1-4 Player(s) simultaneous

- Spot: The Video Game is the first video game to feature the then current 7 Up mascot “Spot”, and was later followed up by platformers Cool Spot and Spot Goes To Hollywood.
- Graeme Devine recalled that the NES version was created *“over six weeks with no development hardware or software”*.



Spy Hunter

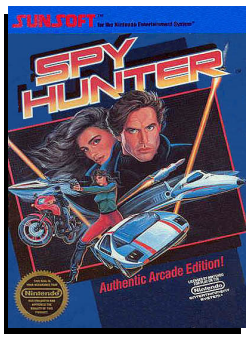
6.5

NTSC-U

US Rarity: 3

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) September 1987
Genre	Shooter
Players	1 Player(s)

- Spy Hunter was an 1983 arcade game developed and by Bally Midway.
- The Nintendo port of this game has extremely buggy collision detection. If the road turns, the car will not crash if it remains pointed straight. It is possible to drive for hours over dirt, rocks, river banks, etc.



Spy vs. Spy

Developer	First Star Software
Publisher	Kemco/Seika
Release date	(us) October 1988 (eur) July 27, 1990
Genre	Action
Players	1-2 Player(s) simultaneous

- Spy vs. Spy was a game first published by First Star Software in 1984 for the Atari 8-bit family, C64 and Apple II computers.
- The game was based on MAD Magazine's long running cartoon strip, Spy vs. Spy, about the slapstick antics of two spies trying to kill each other with improbably complex and elaborate traps and weapons.

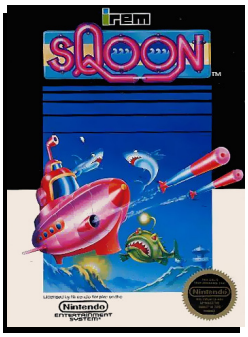
6.8

SCN

PAL

NTSC-U

US Rarity: 4



Sqoon

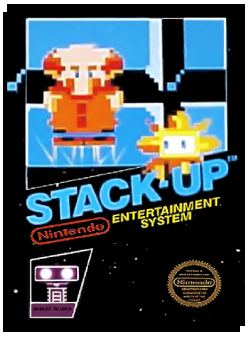
Developer	Home Data
Publisher	Irem
Release date	(us) September 1987
Genre	Shooter
Players	1 Player(s)

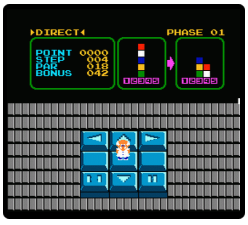
- Sqoon is considered somewhat obscure and did not have a big impact on the gaming community.
- Aliens who rule the planet Neptune realize that they have run out of their primary source of nutrition, "man-ham livestock," and decide to invade Earth to feed off the humans.
- The player is given Sqoon, a pink submarine, and must use it to destroy the aliens and rescue captured human survivors.

6.3

NTSC-U

US Rarity: 5





Stack-Up

Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) October 18, 1985
Genre	R.O.B.
Players	1-2 Player(s) alternating

- While Gyromite is a pack-in game with the R.O.B. itself and therefore comes with all the parts needed to play the game, Stack-Up comes in a large box containing additional bases and colored discs.
- Stack-Up is considered by collectors to be one of the rarest first-party games for the NES.

2.0

PAL

NTSC-U

US Rarity: 6

Stadium Events

6.6

SCN

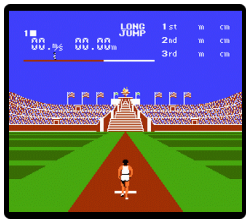
PAL

NTSC-U

US Rarity: 9

Developer	Human Entertainment/Bandai
Publisher	Bandai
Release date	(us) September 1987 (eur) February 23, 1990
Genre	Power Pad
Players	1-2 Player(s) alternating

- The NTSC version of Stadium Events is universally accepted as the rarest licensed NES game available for purchase in North America.
- The PAL version of Stadium Events is not as rare as its American counterpart, but is still an expensive NES game. The PAL version was released in West Germany and Sweden.



Stanley: The Search for Dr. Livingston

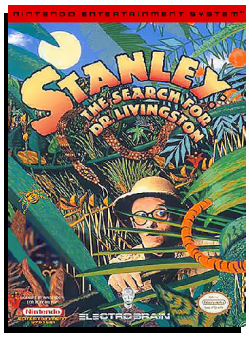
7.0

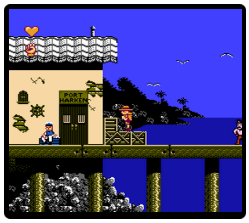
NTSC-U

US Rarity: 6

Developer	Sculptured Software
Publisher	Electro Brain
Release date	(us) October 1992
Genre	Adventure
Players	1 Player(s)

- Stanley and the Search for Dr. Livingston is a relatively obscure NES game that appeared in one of the first 50 issues of Nintendo Power magazine.
- The player, as reporter Henry Morton Stanley, is exploring the last of the mysterious jungle regions for European colonization when his professor, Dr. Livingston, gets kidnapped by some African tribesmen.





Star Force

2.0

SCN

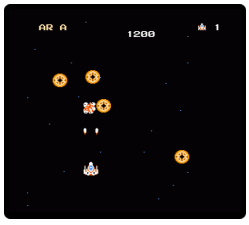
PAL

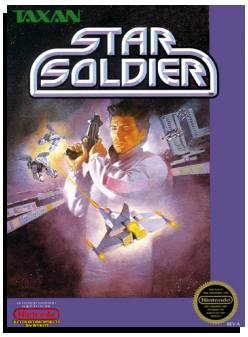
NTSC-U

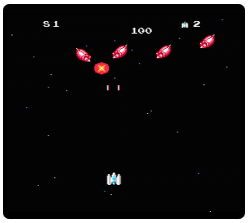
US Rarity: 3

Developer	Hudson Soft/Tecmo
Publisher	Tecmo
Release date	(us) November 1987 (eur) April 27, 1990
Genre	Shooter
Players	1 Player(s)

- Star Force was released in North America by Video Ware in the arcades as Mega Force in 1984 by Tehkan.
- The North American version for the NES had different graphics, music, and control over the Famicom version. Despite the U.S. arcade version being titled Mega Force, Tecmo decided to release the game under the original name.







Star Soldier

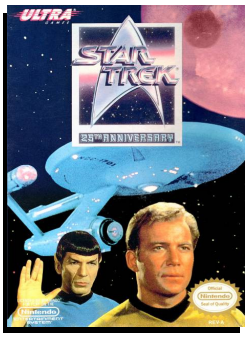
6.0

Developer Hudson Soft
Publisher Taxan
Release date (us) January 1989
Genre Shooter
Players 1 Player(s)

- In Star Soldier the player pilots the starship “Caesar”, travelling through space stations occupied by powerful supercomputers known as “Starbrains” who threaten the galactic empire.
- Star Soldier greatly resembles the earlier arcade game Star Force.
- Star Soldier has spawned numerous sequels.

NTSC-U

US Rarity: 3



Star Trek: 25th Anniversary

6.0

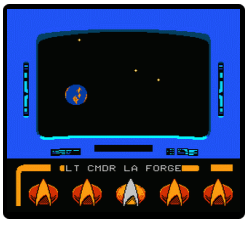
Developer Konami/Interplay
Publisher Ultra Games
Release date (us) February 1992
Genre Action adventure
Players 1 Player(s)

- When an away team beams down to a level, the gameplay becomes graphic adventure game styled. Most of the time, progress in the game requires the player to interact with various life forms on a world, find objects, and solve puzzles. While each character is equipped with a phaser, violence rarely is the ideal solution to any puzzle.

PAL

NTSC-U

US Rarity: 4



Star Trek: The Next Generation

6.0

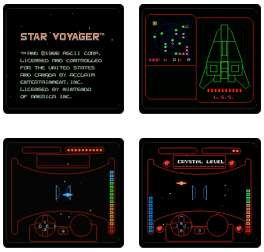
Developer Imagineering/Absolute Entertainment
Publisher Absolute Entertainment
Release date (us) September 1993
Genre Adventure
Players 1 Player(s)

- Star Trek: The Next Generation is a large spaceship simulation video game based on the Star Trek follow-up series of the same name.
- The players take the role of Starfleet cadets. The cadets are asked to participate in a U.S.S Enterprise-D simulation. Taking the place of Captain Jean-Luc Picard, they must embark on a series of mission-based goals.

NTSC-U

US Rarity: 6

4.0



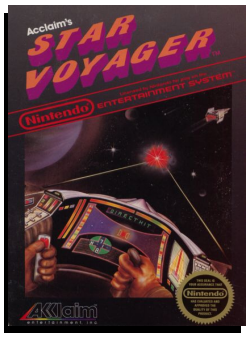
NTSC-U

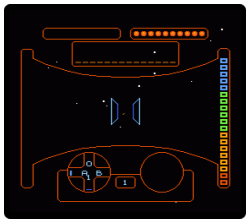
US Rarity: 3

Star Voyager

Developer ASCII Entertainment
Publisher Acclaim
Release date (us) September 1987
Genre Simulation
Players 1 Player(s)

- The gameplay of Star Voyager is a first-person shooter from inside the cockpit of a spaceship. The player navigates "sub spaces" of a larger "world map." Gameplay takes place between different subspaces.
- The player may visit up to eight different planets in search of engine and weapon upgrades for their ship.
- This game was released in Japan as Cosmo Genesis.





8.2

SCN

PAL

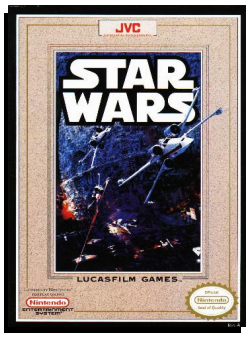
NTSC-U

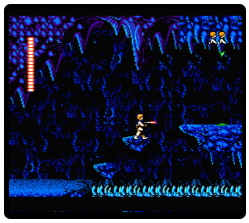
SCN Rarity: 7
US Rarity: 5

Star Wars

Developer Beam Software
Publisher JVC (NA)/LucasArts (EU)
Release date (us) November 1991
(eur) March 26, 1992
Genre Action
Players 1 Player(s)

- Star Wars is based on the film Star Wars Episode IV. The object of the game is close to the storyline of the movie.
- Chewbacca does not make any appearance, but is mentioned in passing a few times. It is noted in the instruction manual that Chewie flies the Millennium Falcon if Han Solo dies.





5.5

PAL

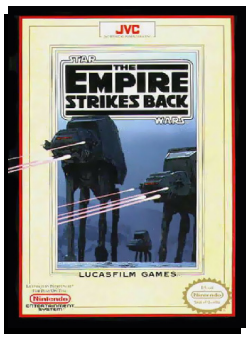
NTSC-U

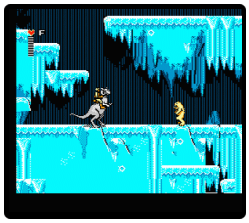
US Rarity: 5

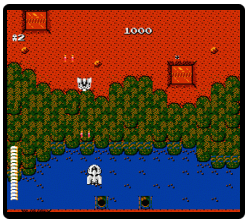
Star Wars: The Empire Strikes Back

Developer Lucasfilm Games/Sculptured Software
Publisher JVC
Release date (us) March 1992
Genre Action
Players 1 Player(s)

- This is the second of three video games released under the Empire Strikes Back title for home video game systems.
- The gamer controls the character of Luke Skywalker, who can fight with a blaster pistol or a lightsaber.
- As Empire was released towards the end of the NES's lifecycle, a corresponding sequel to the film Return of the Jedi was never developed.







Starship Hector

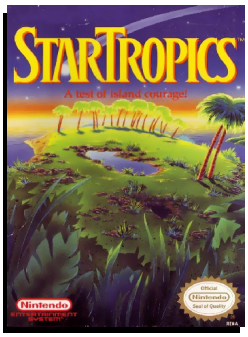
6.5

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(us) June 1990
Genre	Shooter
Players	1 Player(s)

- Starship Hector was originally released as Hector'87 in Japan.
- The game is similar to Xevious were the player's starship has two modes of fire; one to tackle flying enemies and one for ground-based ones.
- Hector is something of a followup to Hudson Soft's earlier Star Soldier; the main background music was even reused as background music in Super Star Soldier.

NTSC-U

US Rarity: 4



StarTropics

8.4

Developer	Nintendo IRD
Publisher	Nintendo
Release date	(us) December 1990 (eur) August 20, 1992
Genre	Action adventure
Players	1 Player(s)

- Unlike most of Nintendo's games, it was never released or intended to be released in Japan.
- A unique aspect of StarTropics was a saga involving a piece of paper, resembling parchment, that came packaged with the game. It was unusual for an NES game to refer to a physical object that would otherwise just be a novelty.

SCN

PAL

NTSC-U

SCN Rarity: 4
US Rarity: 3

Stealth ATF

1.0

Developer	Imagineering
Publisher	Activision
Release date	(us) October 1989
Genre	Simulation
Players	1-2 Player(s) simultaneous

- The object of the game is to take out aircraft that are trying to destroy the player's stealth fighter.
- The player is in full control of their Lockheed F-117 Nighthawk stealth attack aircraft; controlling every aspect of the military flight experience from exiting the runway and battling other fighters while airborne to landing the plane.

PAL

NTSC-U

US Rarity: 3

5.0

NTSC-U

US Rarity: 5

Stinger

Developer Konami
Publisher Konami
Release date (us) September 1987
Genre Shooter
Players 1-2 Player(s) simultaneous

- Stinger is the second game in the TwinBee series, which was originally released in Japan for the Famicom Disk System. It was the last game that Konami released for the Famicom.
- Much like the original TwinBee, Stinger can be played by up to two players simultaneously. Unlike the original TwinBee, which only featured vertical-scrolling stages, Stinger adds side-scrolling stages to the mix as well.

5.0

NTSC-U

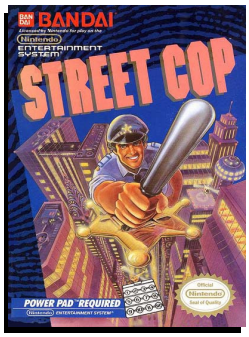
US Rarity: 6

Street Cop

Developer Human Entertainment/Bandai
Publisher Bandai
Release date (us) June 1989
Genre Power Pad
Players 1 Player(s)

- Unlike earlier games in the Family Trainer series, which tended to be athletic/exercise games, Street Cop has the player fighting crime by investigating suspicious hiding places and routing out the ne'er-do-wells with violence.
- The player has to step on the buttons corresponding to each of the cop's actions, such as moving, jumping and clubbing.

"giantbomb.com"



7.2

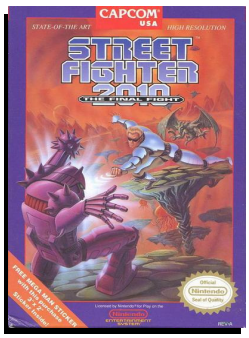
NTSC-U

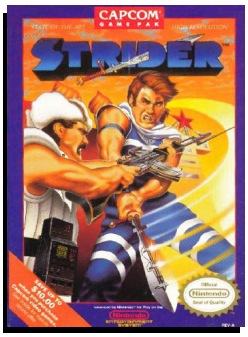
US Rarity: 4

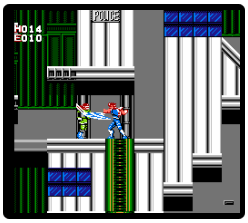
Street Fighter 2010: The Final Fight

Developer Capcom
Publisher Capcom
Release date (us) September 1990
Genre Action
Players 1 Player(s)

- The game was marketed as a science fiction-themed spin-off to the 1987 arcade game Street Fighter.
- The English localization of 2010 changed the name and backstory of the main character to imply that he was Ken from the original Street Fighter, whereas the protagonist in the Japanese version is a completely unrelated character named Kevin.







Strider

8.8

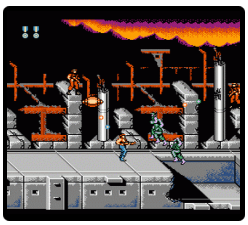
Developer	Capcom
Publisher	Capcom
Release date	(us) July 1989
Genre	Action
Players	1 Player(s)

• The development of the NES version of Strider was produced in tandem with the arcade version.

• Before the release of the Strider arcade game, Comic Computique serialized a Strider Hiryu manga illustrated by Tatsumi Wada from its May to October issues in 1988. A single collected volume was published in November of the same year

NTSC-U

US Rarity: 4



Super C

8.5

Developer	Konami
Publisher	Konami
Release date	(us) April 1990
Genre	Action
Players	1-2 Player(s) simultaneous

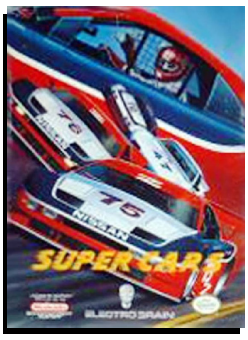
• Super Contra was originally an 1988 arcade game. When a home version was released for the NES, it was retitled Super C.

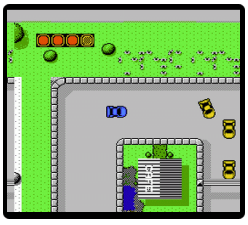
• The PAL version of the NES game is titled Probotector II: Return of the Evil Forces. Like the first NES game, Probotector II, replaced the main characters and some of the enemies with robots.

PAL

NTSC-U

US Rarity: 2





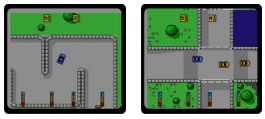
Super Cars

3.4

Developer	Gremlin Entertainment/Electro Brain
Publisher	Electro Brain
Release date	(us) February 1991
Genre	Racing
Players	1 Player(s)

• Super Cars is a top-view racing game from Gremlin Interactive, who later produced the Lotus series of games. Stylistically, the game is influenced by Super Sprint.

• You can upgrade your car throughout the game via the shop section. You are given an initial price, but also a number of options of things to say to the salesman – get the right combination and the price will drop.



NTSC-U

US Rarity: 6

7.5

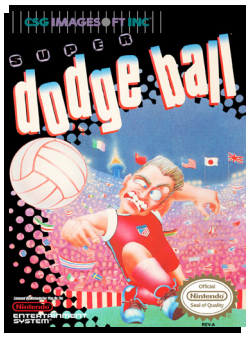
NTSC-U

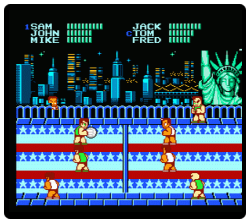
US Rarity: 5

Super Dodge Ball

Developer Million/Technos
Publisher Sony Imagesoft
Release date (us) June 1988
Genre Sports
Players 1-2 Player(s) simultaneous

- Super Dodge Ball is a dodgeball-based sports game, originally released as an arcade game. The NES version of Super Dodge Ball is not an exact port, as it featured several differences such as special moves and full stats for individual team members, two additional teams, and a "Bean Ball" mode.
- The soundtrack featured stage music appropriate for each country depicted in the game.





5.2

NTSC-U

US Rarity: 3

Super Glove Ball

Developer Rare
Publisher Mattel
Release date (us) October 1990
Genre Power Glove
Players 1 Player(s)

- Super Glove Ball was specifically designed to be played with the Power Glove controller. However, it can also be played with a standard NES controller. It was sold separately from the Power Glove.
- This video game uses a first-person perspective to provide a three-dimensional element. There are three different mazes in the game; each maze holds hundreds of different rooms.

5.3

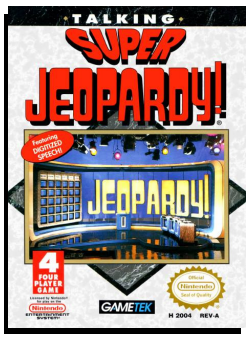
NTSC-U

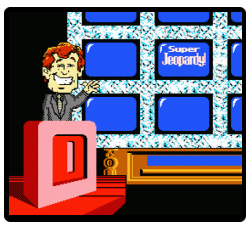
US Rarity: 5

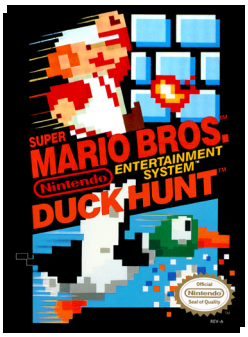
Super Jeopardy!

Developer Gametek
Publisher GameTek
Release date (us) September 1991
Genre Game show
Players 1-4 Player(s) simultaneous

- It featured voice synthesis throughout the game to announce game events, dollar amounts and upcoming questions (although not the questions themselves.)
- The questions are dated, though unlike the previous Jeopardy! games, they have less to do with pop culture and more with obscure facts.







Super Mario Bros./Duck Hunt

8.6

Developer	Nintendo
Publisher	Nintendo
Release date	(us) November 1988
Genre	Compilation
Players	1-2 Player(s) alternating

- Super Mario Bros./Duck Hunt was a best-selling NES cartridge combining the games Super Mario Bros. and Duck Hunt. It was a best selling game, largely due to the fact that it was packaged with the NES Action Set. That package also included the Zapper Light Gun for Duck Hunt.
- The game has no original box/cover, since the game was a pack in.

SCN

PAL

NTSC-U

US Rarity: 1

Super Mario Bros./Duck Hunt/ World Class Track Meet

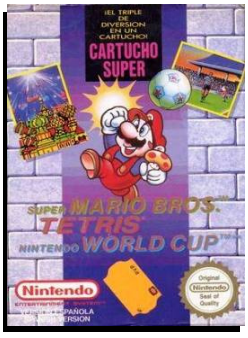
8.5

Developer	Nintendo
Publisher	Nintendo
Release date	(us) December 1990
Genre	Compilation
Players	1-2 Player(s) alternating

- The game was distributed in packages with an NES, a Zapper Light Gun, and a Power Pad, called the NES Power Set.
- The three games are all the same as their single-cartridge form; the only difference is the fact that they are on a single cartridge.

NTSC-U

US Rarity: 2



Super Mario Bros./Tetris/ Nintendo World Cup

8.7

Developer	Nintendo
Publisher	Nintendo
Release date	(eur) November 1988
Genre	Compilation
Players	1-2 Player(s) alternating

- This Europe-only compilation cartridge includes Super Mario Bros., Tetris, and the soccer game Nintendo World Cup.
- The game was sold alone or with the Top Loader.

SCN

PAL

SCN Rarity: 4

9.3

SCN

PAL

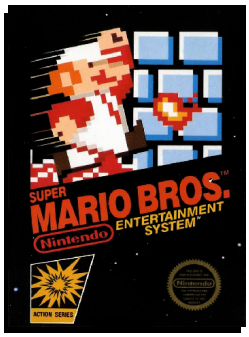
NTSC-U

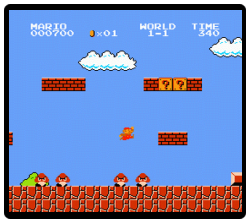
SCN Rarity: 1
US Rarity: 1

Super Mario Bros.

Developer Nintendo EAD
Publisher Nintendo
Release date (us) October 18, 1985
(eur) May 15, 1987
Genre Platformer
Players 1-2 Player(s) alternating

- The game is as a pseudo-sequel to the 1983 game Mario Bros.
- The game sold enormously well, and was the best-selling game of all time for approximately three decades, until Wii Sports took that title.
- Originally, the game was based around a shooting mechanic with very different controls.





8.3

SCN

PAL

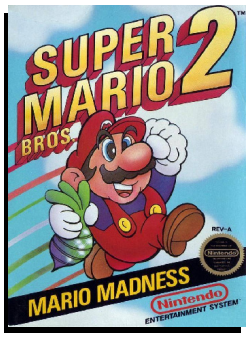
NTSC-U

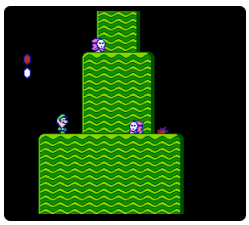
SCN Rarity: 3
US Rarity: 1

Super Mario Bros. 2

Developer Nintendo R&D4
Publisher Nintendo
Release date (us) October 1988
(eur) April 28, 1989
Genre Platformer
Players 1 Player(s)

- Yume Kōjō: Doki Doki Panic originally started as a Super Mario Bros. 2 prototype, both developed and directed by Kensuke Tanabe.
- The Western version of Super Mario Bros. 2 was such a success that it was eventually released in Japan in 1992 under the title Super Mario USA.





9.6

SCN

PAL

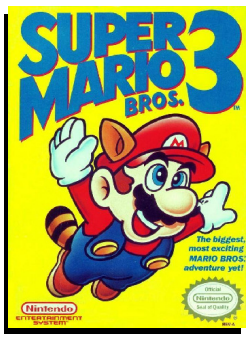
NTSC-U

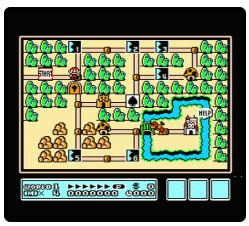
SCN Rarity: 3
US Rarity: 1

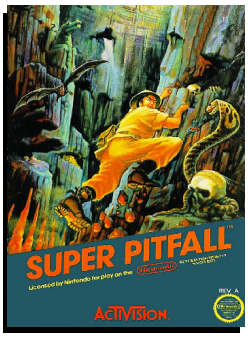
Super Mario Bros. 3

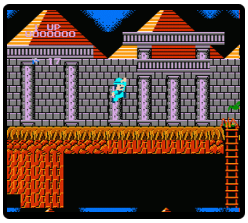
Developer Nintendo R&D4
Publisher Nintendo
Release date (us) February 1990
(eur) August 29, 1991
Genre Platformer
Players 1-2 Player(s) alternating

- The Super Mario Bros. 3 cartridge uses Nintendo's custom MMC3 (memory management controller) ASIC to enhance the NES capabilities.
- An early idea changed Mario into a centaur, but was dropped in favor of a raccoon tail that allows limited flying ability.
- Super Mario Bros. 3 appeared in the film The Wizard.







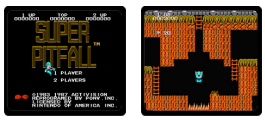


Super Pitfall

Developer	Micronics
Publisher	Activision/FCI
Release date	(us) November 1987
Genre	Adventure
Players	1-2 Player(s) alternating

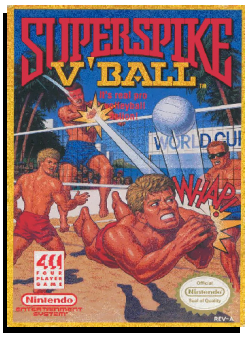
- It was the first game ever that Activision published for a console made by Nintendo and it was based upon Activision's earlier Pitfall! series for the Atari 2600, and a loose remake of Pitfall II: Lost Caverns.
- The game was later silently re-released without the "Rev-A" title by video-game publisher FCI.

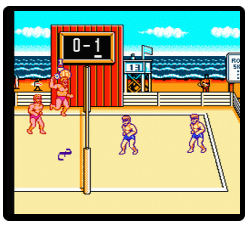
2.0



NTSC-U

US Rarity: 4





Super Spike V'Ball

Developer	Technōs
Publisher	Nintendo
Release date	(us) February 1990 (eur) January 23, 1992
Genre	Sports
Players	1-4 Player(s) simultaneous

- U.S. Championship V'Ball, also known simply as V'Ball, started as an 1988 beach volleyball sports game released for the arcades.
- The NES version features several key differences from the arcade game. In the NES version the player can now select their teams.

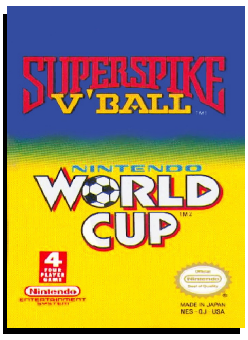
8.0

SCN

PAL

NTSC-U

SCN Rarity: 4
US Rarity: 2



Super Spike V'Ball/ Nintendo World Cup

Developer	Technos
Publisher	Nintendo
Release date	(us) December 1990
Genre	Compilation
Players	1-2/4 Player(s) simultaneous

- Super Spike V'Ball/Nintendo World Cup was distributed exclusively in the NES Sports Set, which was a bundle package including an NES, a NES Four Score, and 4 control pads.
- The game has no original box/cover, since the game was a pack in.

7.6

NTSC-U

US Rarity: 3

7.3

PAL

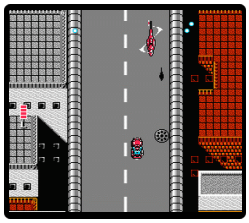
NTSC-U

US Rarity: 5

Super Spy Hunter

Developer	Tokai Engineering/Sunsoft
Publisher	Sunsoft
Release date	(us) February 1992
Genre	Shooter
Players	1 Player(s)

- The game was released in North America as an unofficial sequel to Spy Hunter. Sunsoft America released it as a sequel due to releasing the NES version of the original Spy Hunter with permission from Bally Midway.
- Battle Formula was rereleased in Japan for the two-in-one Sony PlayStation game, Memorial Series SunSoft Vol.6, which also included Gimmick!, another SunSoft game.



6.1

NTSC-U

US Rarity: 4

Super Team Games

Developer	Human Entertainment
Publisher	Nintendo
Release date	(us) November 1988
Genre	Power Pad
Players	1-6 Player(s) simultaneous

- Super Team Games consisted of a group of different summer camp-style contests that utilized side B of the Power Pad/Family Trainer.
- The game includes four olympic styled sports events.
- The game includes three computer controlled opponents, each with their own attributes.

"nintendo.wikia"

7.2

SCN

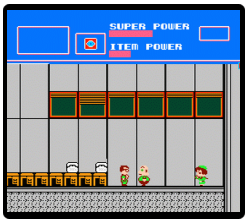
PAL

SCN Rarity: 6

Super Turrican

Developer	Manfred Trenz
Publisher	Imagineer
Release date	(eur) July 22, 1993
Genre	Action
Players	1 Player(s)

- Super Turrican was developed for the NES by series creator Manfred Trenz alone. It is based roughly on the levels of the first two Turrican games, which had not been previously released on the NES, combining them into one game.
- Super Turrican on the SNES is developed by Factor 5 and has a different set of levels.



Superman

2.0

Developer	Kotobuki Systems
Publisher	Kemco/Seika
Release date	(us) December 1988
Genre	Action
Players	1 Player(s)

- In the game, the player controls Superman on a quest to save the city of Metropolis from the evil Lex Luthor and a gang of criminals that were exiled from the planet Krypton.
- While the US release contains an original soundtrack, the Japanese Famicom release features a synthesized version of the film's score.

NTSC-U

US Rarity: 5

Swamp Thing

2.0

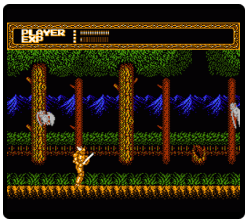
Developer	Imagineering
Publisher	THQ
Release date	(us) December 1992
Genre	Action
Players	1 Player(s)

- The NES version of Swamp Thing borrows the game engine from The Simpsons: Bart vs. the Space Mutants.
- Its introduction features the origin story of Swamp Thing and as depicted in the 1991 animated series.
- The player takes the role of the title character battling foes throughout the Louisiana swamps and other locations.

PAL

NTSC-U

US Rarity: 5



Sword Master

6.2

Developer	Athena
Publisher	Activision
Release date	(us) January 1992 (eur) January 21, 1993
Genre	Action
Players	1 Player(s)

- The game is set in medieval fantasy setting and focuses primarily on strategic fighting using shield and sword.
- The player must use sword and shield to battle through seven game levels, from the forest, to a cursed town, to multiple levels of the villain's castle lair.

SCN

PAL

NTSC-U

SCN Rarity: 7
US Rarity: 6

8.0

SCN

PAL

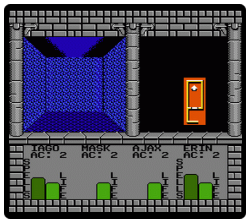
NTSC-U

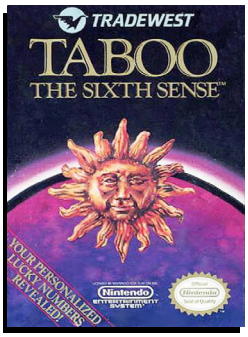
SCN Rarity: 7
US Rarity: 4

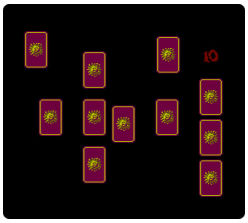
Swords and Serpents

Developer	Interplay
Publisher	Acclaim
Release date	(us) August 1990 (eur) November 28, 1991
Genre	Role playing
Players	1-4 Player(s) simultaneous

- The game was originally designed by Paul O'Conner (lead designer for Dragon Wars) but he only worked on the game for two weeks before leaving the project. Bruce Schlickbernd was assigned to revise the game design, but didn't feel it was appropriate to be listed as the sole designer. Thus, there is no game designer listed within the documentation for the game.







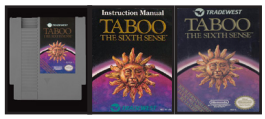
Taboo: The Sixth Sense

1.9

Developer Rare
Publisher Tradewest
Release date (us) April 1989
Genre Non-game
Players 1 Player(s)

- Taboo: The Sixth Sense is a Tarot card reading simulation.
- It is the only NES game to carry two warnings; that it is intended for players ages fourteen and older and the game is intended for entertainment purposes only.
- The game contains nudity and religious images which were usually unacceptable under Nintendo of America's content guidelines.

NTSC-U



US Rarity: 3

Tag Team Wrestling

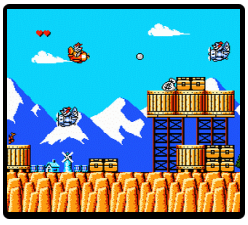
2.9

Developer SAS Sakata/Technōs Japan
Publisher Data East
Release date (us) October 1986
Genre Sports
Players 1-2 Player(s) simultaneous

- Tag Team Wrestling was is originally an 1983 arcade game.
- In the NES version, two professional wrestling tag-teams, the Strong Bads and the Ricky Fighters, battle against each other in tag-team action, or a single player competes in a series of tournaments to win ever larger trophies.
- The Strong Bads provided the basis for the character Strong Bad on the popular Homestar Runner website.

NTSC-U

US Rarity: 3



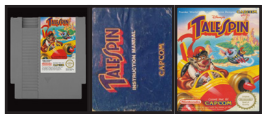
TaleSpin

6.0

Developer Capcom
Publisher Capcom
Release date (us) December 1991
(eur) September 24, 1992
Genre Shooter
Players 1 Player(s)

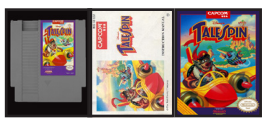
- TaleSpin is based on the Disney animated series with the same name.
- In the NES and Game Boy games, Baloo has to deliver his cargo across the world while fighting the pirates who are trying to stop him. Players control Baloo in his plane, the Seaduck.

SCN



PAL

NTSC-U



SCN Rarity: 7
US Rarity: 4

5.3

NTSC-U

US Rarity: 3

Target: Renegade

Developer Software Creations
Publisher Taito
Release date (us) March 1990
Genre Beat'em up
Players 1 Player(s)

- Target: Renegade is a scrolling beat'em up computer game released on systems in the late 1980s.
- The actual box-art is based on Martial Arts Legend Joe Lewis from the cover of his book The World's Greatest Fighter Teaches You How To Master Bruce Lee's Fighting System, but has been adjusted so as to fit in with the character of Renegade.

5.5

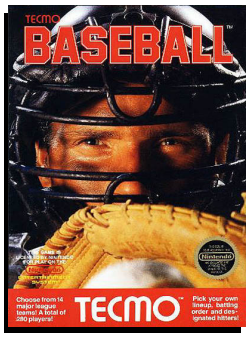
NTSC-U

US Rarity: 3

Tecmo Baseball

Developer Tecmo
Publisher Tecmo
Release date (us) January 1989
Genre Sports
Players 1-2 Player(s) simultaneous

- There were three modes for the game; one-player, two-player, and watch (zero-player). In addition to games between teams, there was also an all-star game with the best players in the game.
- All the players on the teams had names and statistics similar to those of real Major League ballplayers.



7.0

NTSC Re-release

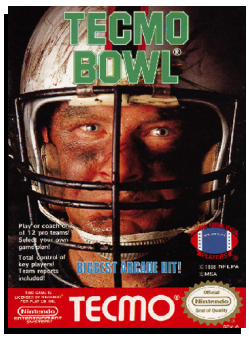
NTSC-U

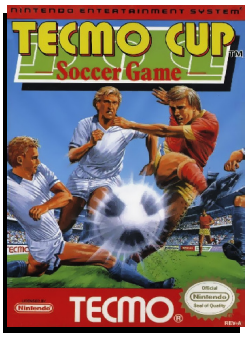
Re-R. Rarity: 3
US Rarity: 3

Tecmo Bowl

Developer Tecmo
Publisher Tecmo
Release date (us) February 1989
Genre Sports
Players 1-2 Player(s) simultaneous

- Tecmo Bowl was an 1988 American football arcade game.
- The NES version was the first console game to feature real NFL players.
- There were two NES versions of the game released in the U.S. The first release is easily identified by its black and gold seal of quality and the second version by its white and gold seal.





Tecmo Cup Soccer Game

7.7

Developer Tecmo
Publisher Tecmo
Release date (us) September 1992
(eur) September 24, 1992
Genre Role playing
Players 1 Player(s)

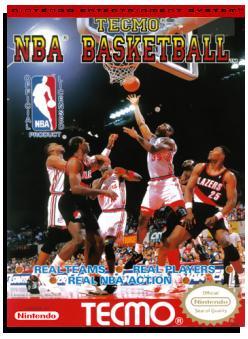
- Tecmo Cup Soccer Game is a heavily Americanized version of Japanese Captain Tsubasa football game released for the Famicom, featuring a different main character, a different introduction and more western-looking players.
Considered to be the first of many games based on the series, this game was the innovator of games that would be known as "Cinematic Soccer".

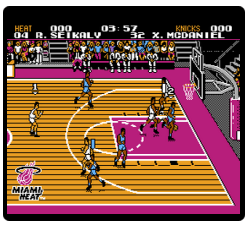
SCN

PAL

NTSC-U

SCN Rarity: 8
US Rarity: 6





Tecmo NBA Basketball

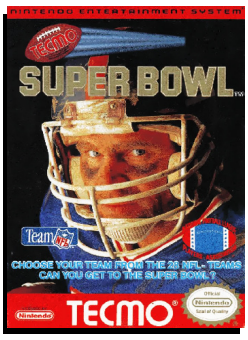
7.6

Developer Tecmo
Publisher Tecmo
Release date (us) November 1992
Genre Sports
Players 1-2 Player(s) simultaneous

- Like Tecmo Super Bowl before it, the game features cinema-style cutscenes during gameplay.
- The game features an appearance from Michael Jordan and all current NBA teams and players from the 1991–92 NBA season. The Los Angeles Lakers team features Magic Johnson despite him not actually playing in the NBA during that season.

NTSC-U

US Rarity: 3



Tecmo Super Bowl

9.8

Developer Tecmo
Publisher Tecmo
Release date (us) December 1991
Genre Sports
Players 1-2 Player(s) simultaneous

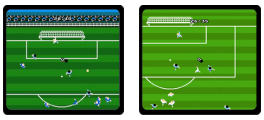
- With the advent of modern console emulation on computers and even other console gaming systems, Tecmo Super Bowl may be one of the most hacked and modified Nintendo games in existence. This has contributed greatly to the game's cult following as the game can be, and has been, constantly modified and updated. There have been, and continue to be, numerous sites for pick up games online leagues and message boards dedicated to the original TSB.

NTSC-U

US Rarity: 4

7.0

PAL

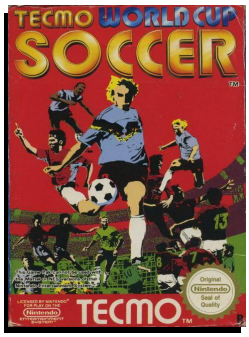
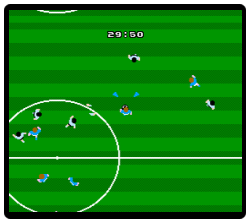


FRG Rarity: 8

Tecmo World Cup Soccer

Developer Tecmo
Publisher Tecmo
Release date (eur) 1991
Genre Sports
Players 1-2 Player(s) simultaneous

- Tecmo World Cup Soccer is not to be confused with Nintendo World Cup of the same year, nor Tecmo Cup Soccer Game released in September 1992.
- Tecmo World Cup Soccer, released five years after its arcade ancestor, is a direct conversion of Tehkan World Cup squeezed with some concessions into the smaller NES hardware.

8.1

SCN

PAL

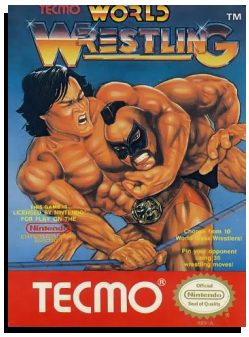
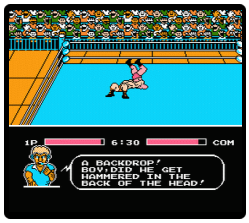
NTSC-U

US Rarity: 4

Tecmo World Wrestling

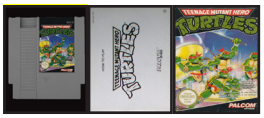
Developer Tecmo
Publisher Tecmo
Release date (us) April 1990
(eur) November 23, 1990
Genre Sports
Players 1-2 Player(s) simultaneous

- Tecmo World Wrestling is first wrestling game to feature a play-by-play announcer, the animated Tom Talker, although his speech was only text bubbles. The game's text was translated from the Japanese game almost directly, leading to instances of Engrish.

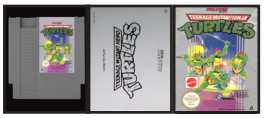



6.1

SCN



PAL



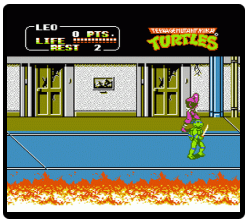
NTSC-U

SCN Rarity: 4
US Rarity: 2

Teenage Mutant Ninja Turtles

Developer Konami
Publisher Ultra Games
Release date (us) June 1989
(eur) August 17, 1990
Genre Action
Players 1 Player(s)

- Teenage Mutant Ninja Turtles was originally released as Fierce Turtle Ninja Legend in Japan and later as Teenage Mutant Hero Turtles in Europe.
- This was the first Teenage Mutant Ninja Turtles video game, and is based on the 1987 TV series, which was in its third season at the time of the game's original release.



Teenage Mutant Ninja Turtles II: The Arcade Game

Developer	Konami
Publisher	Ultra Games
Release date	(us) December 1990 (eur) November 14, 1991
Genre	Beat ‘em up
Players	1-2 Player(s) simultaneous

- The NES port of the arcade version includes two new levels, which feature new enemy characters, including two new bosses: Tora and Shogun, both characters created for the game.
- The game featured notable product placement advertising: Pizza Hut logos.

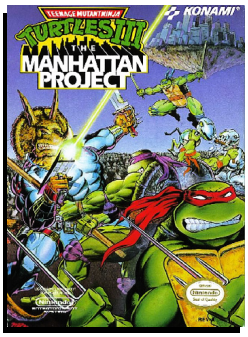
7.9

SCN

PAL

NTSC-U

SCN Rarity: 4
US Rarity: 3



Teenage Mutant Ninja Turtles III: The Manhattan Project

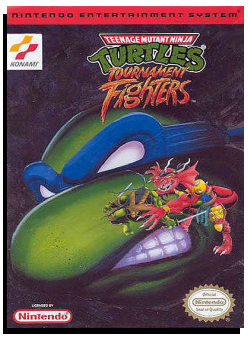
Developer	Konami
Publisher	Konami
Release date	(us) February 1992
Genre	Beat ‘em up
Players	1-2 Player(s) simultaneous

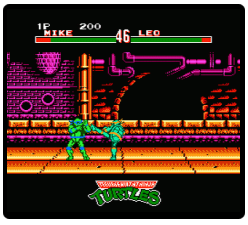
- The game features the same play mechanics featured in the previous game, TMNT II: The Arcade Game, but unlike its predecessor, it is an original title for the NES without any preceding arcade version.
- Despite the fact that the cover art features the Turtles fighting a Triceraton, no Triceratons appear in the game.

8.1

NTSC-U

US Rarity: 5



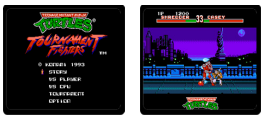


Teenage Mutant Ninja Turtles: Tournament Fighters

Developer	Konami
Publisher	Konami
Release date	(us) February 1994
Genre	Fighting
Players	1-2 Player(s) simultaneous

- Tournament Fighters was one of the few fighting games released for the NES during the fighting game boom.
- The NES version of Tournament Fighters featured Leonardo and Hothead on the cover, and was the last third-party game to be released in North America and the PAL region on that console in 1994.

6.5



PAL

NTSC-U

US Rarity: 7

5.0

SCN

PAL

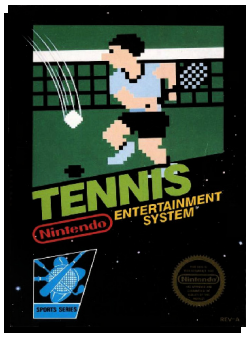
NTSC-U

US Rarity: 5

Tennis

Developer Nintendo R&D1/Intelligent Systems
Publisher Nintendo
Release date (us) October 18, 1985
(eur) September 1, 1986
Genre Sports
Players 1-2 Player(s) simultaneous

- Tennis was one of 18 launch games for the NES.
- The game features single-player and two-player modes for singles and doubles matches, with either competitive or cooperative gameplay.
- The umpire who appears at the side of each match bears a striking resemblance to Mario.



3.5

PAL

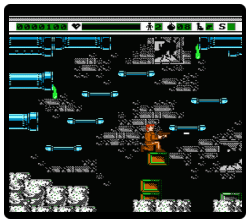
NTSC-U

US Rarity: 5

The Terminator

Developer Radical Entertainment
Publisher Mindscape
Release date (us) December 1992
Genre Action
Players 1 Player(s)

- The player plays as Kyle Reese, starting in the future, with a gun and grenades, fighting the way to SkyNet. Once arriving in 1984, the player is armed, initially, only with fists and baseballs.
- It is considered to be one of the worst Terminator games. It received negative reviews for its bad graphics and level design, repetitive music, poor hit detection, and bad controls.



5.1

PAL

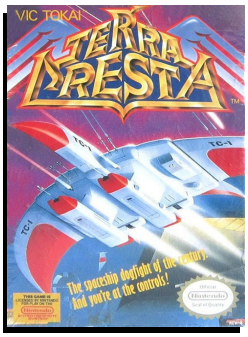
NTSC-U

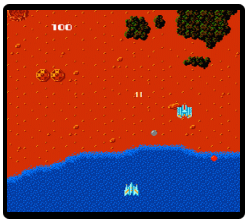
US Rarity: 4

Terminator 2: Judgment Day

Developer Software Creations
Publisher LJN
Release date (us) February 1992
Genre Action
Players 1 Player(s)

- The game is based on the movie of the same name. The player takes the role of the T-800 Terminator and has to protect John Connor from being terminated by the T-1000 Terminator.
- Level 2 is an isometric racing game, whereupon the player must race fast enough to catch John Conner on his moped whilst using weapons to beat back the T-1000. All the other levels are side-scrolling beat ‘em ups.





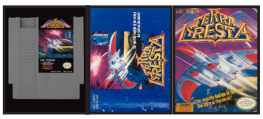
Terra Cresta

5.6

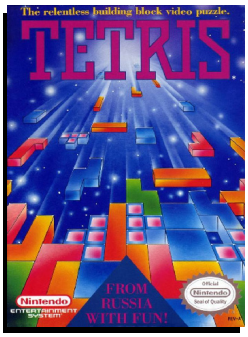
Developer Nihon Bussan
Publisher Vic Tokai
Release date (us) March 1990
Genre Shooter
Players 1-2 Player(s) alternating

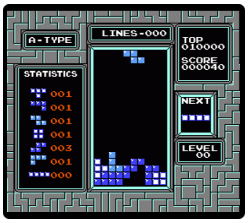
- Terra Cresta was originally an arcade game that was released by Nichibutsu in 1985.
- The player controls a ship, initially with limited firepower. Numbered pods appear containing further parts of the ship that will increase firepower. These additional parts combine with the player's ship to increase its firepower, and the final module transforms it into a invulnerable fiery phoenix.

NTSC-U



US Rarity: 5





Tetris

8.6

Developer Nintendo/Bullet-Proof Software
Publisher Nintendo
Release date (us) November 1989
(eur) February 23, 1990
Genre Puzzle
Players 1 Player(s)

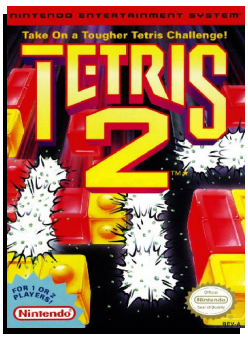
- Alexey Pajitnov derived its name from the Greek numerical prefix tetra- (all of the game's pieces contain four segments) and tennis, Pajitnov's favorite sport.
- The NES version sold 8 million copies worldwide.
- Nintendo's NES version lacked the side-by-side 2-player option featured in Tengen's Tetris.

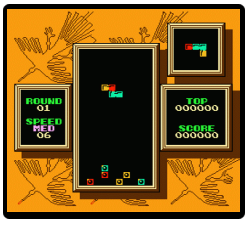
SCN

PAL

NTSC-U

US Rarity: 1



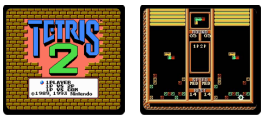


Tetris 2

6.2

Developer TOSE/Bullet-Proof Software/Nintendo R&D1
Publisher Nintendo
Release date (us) October 1993
Genre Puzzle
Players 1-2 Player(s) simultaneous

- The game was released as Tetris Flash in Japan
- Tetris 2 uses disconnected colored tetrominoes instead of adjacent type tetrominoes, the goal of Tetris 2 is to clear all the bombs by making the blocks of the same color stick together.
- Tetris 2's multiplayer has the option to play against a human opponent, or a computer controlled opponent. Regardless of which is chosen, the multiplayer game is the same.



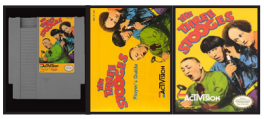
PAL

NTSC-U

US Rarity: 3

5.2

NTSC-U

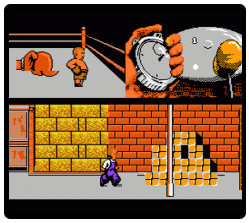


US Rarity: 5

The Three Stooges

Developer Beam Software
Publisher Activision
Release date (us) October 1989
Genre Adventure
Players 1-2 Player(s) simultaneous

- The Three Stooges was originally released by Cinemaware in 1987 for the Commodore Amiga personal computer.
- The game is based on the comedy act of the same name.
- When the game itself loads, the NES port used a slightly edited version of the Ghostbusters title screen, in order to promote Ghostbusters II.



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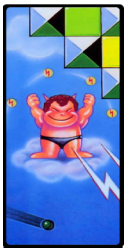


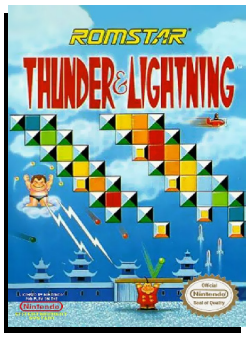
NTSC-U

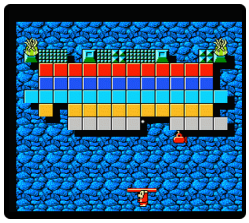
US Rarity: 5

Thunder & Lightning

Developer Romstar/SETA/Visco
Publisher Romstar
Release date (us) December 1990
Genre Breakout
Players 1-2 Player(s) simultaneous/alternating

- The game was originally released for video arcades in 1990.
- The game was released later as Family Block in Japan.
- Unlike other Breakout clones, the game has a story and boss battles.
- A sequel to the game was later released, Thunder & Lightning 2 (Block Carnival in Japan).





5.8

NTSC-U

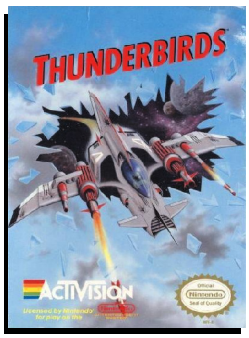
US Rarity: 5

Thunderbirds

Developer Pack-in Video
Publisher Activision
Release date (us) September 1990
Genre Shooter
Players 1 Player(s)

- Thunderbirds is a game based on the british sitcom of the same name.
- The NES game was not released in Europe, despite that being the continent of origin.
- This was one of the few TV-adaptation games that Pack-In-Video developed.

"vgmpf.com"



Thundercade

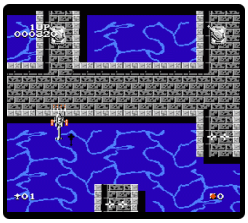
Developer	Micronics
Publisher	American Sammy
Release date	(us) July 1989
Genre	Shooter
Players	1-2 Player(s) simultaneous

- Thundercade was originally released for arcades in 1987.
- The NES version's manual describes a story, casting players as a part of Operation Thundercade, a special forces operation battling against the nuclear threat of Atomic Age Terrorist Organization of Miracali (AATOM).
- Players control a motorcycle equipped with sidecar cannons and backed up by a B-7 bomber.

6.6

NTSC-U

US Rarity: 4



Tiger Heli

Developer	Taito/Micronics
Publisher	Acclaim
Release date	(us) September 1987 (eur) January 17, 1990
Genre	Shooter
Players	1-2 Player(s) alternating

- Tiger Heli was one of the first games developed by Toaplan.
- The player controls a helicopter named Tiger Heli taking out various enemies along the way. It is interesting to note that, besides some airplanes taking off, there are no flying enemies in the entire game.
- It is a predecessor to Twin Cobra.

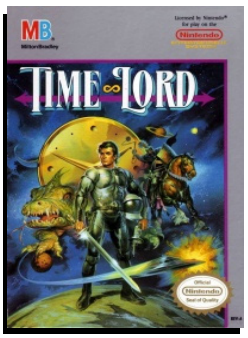
5.2

SCN

PAL

NTSC-U

US Rarity: 2



Time Lord

Developer	Rare
Publisher	Milton Bradley
Release date	(us) September 1990
Genre	Action
Players	1 Player(s)

- The player begins in the MB Time Travel Research Center, then progresses through four levels based on periods in human history.
- The game features oblique graphics to simulate 3D terrain. The Time Lord can jump, punch, and use period weapons such as swords and guns.

5.9

PAL

NTSC-U

US Rarity: 2

6.0

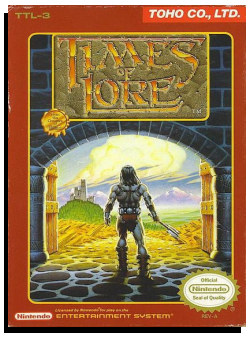
NTSC-U

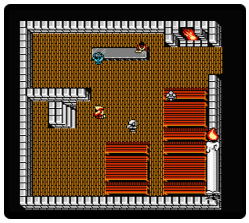
US Rarity: 6

Times of Lore

Developer Origin
Publisher Toho
Release date (us) May 1991
Genre Role Playing
Players 1 Player(s)

- Times of Lore was inspired by role-playing video games and action-adventures, particularly The Legend of Zelda.
- The story tells of a kingdom where the monarch has died and the dukes and barons are wrestling for power. Barbarians are threatening to invade, and monsters are pillaging the land. The player must assume the role of one of three heroes and unravel the conspiracy and find three magic items.





7.6

SCN

PAL

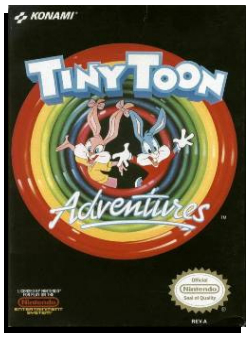
NTSC-U

SCN Rarity: 5
US Rarity: 4

Tiny Toon Adventures

Developer Konami
Publisher Konami
Release date (us) December 1991
(eur) October 22, 1992
Genre Platformer
Players 1 Player(s)

- The game was the first Tiny Toon Adventures-related video game to be released for any video game console device.
- Duck Vader makes a cameo appearance as a secret boss if the number of carrots collected in any level is a multiple of eleven. If the player can defeat him without losing one life in the process, three extra lives will be gained.



2.0

SCN

PAL

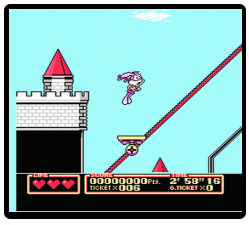
NTSC-U

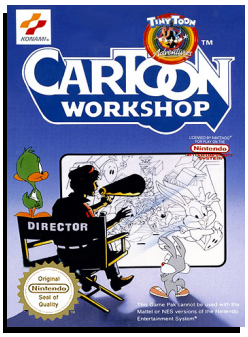
SCN Rarity: 6
US Rarity: 4

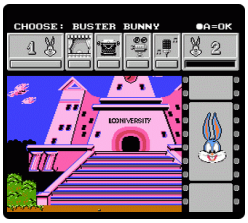
Tiny Toon Adventures 2: Trouble in Wackyland

Developer Konami
Publisher Konami
Release date (us) April 1993
(eur) January 27, 1994
Genre Platformer
Players 1 Player(s)

- There are five areas which the player can explore, each one starring a different character.
- Just like in the first game, Roderick Rat is there to try to interfere, plus other villain characters. Other Tiny Toon characters also make appearances in varying degrees.







Tiny Toon Adventures Cartoon Workshop

6.1

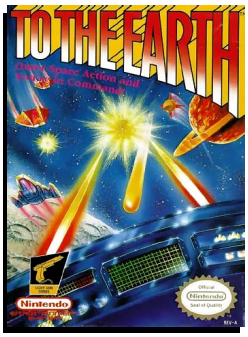
PAL

NTSC-U

US Rarity: 5

Developer	Novotrade
Publisher	Konami
Release date	(us) December 1992
Genre	Edutainment
Players	1 Player(s)

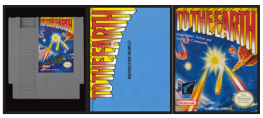
- This game was an attempt to turn players of video games into directors. It also enabled them to completely control the direction of the cartoon by also making them into screenplay writers, music composer, cinematographer, and set decorators.
- There are options for musical inserts, sound effects, captions, and editing features using an user interface.



To the Earth

5.7

SCN



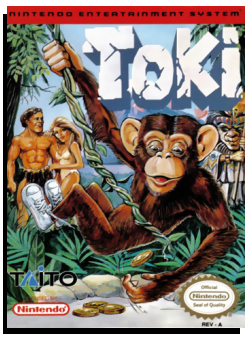
PAL

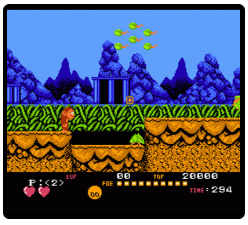
NTSC-U

US Rarity: 3

Developer	Cirque Verte
Publisher	Nintendo
Release date	(us) November 1989 (eur) February 23, 1990
Genre	Light Gun
Players	1 Player(s)

- To the Earth uses the NES Zapper to destroy ships and gain powerups. The game requires quick reflexes and good aiming due to the enemy space crafts being very agile and quite difficult to shoot.
- The level locations of the game in order are Uranus, Saturn, Jupiter, and the final level, Earth.





Toki

7.2

NTSC-U

US Rarity: 6

Developer	Taito/TAD Corporation
Publisher	Taito
Release date	(us) December 1991
Genre	Platformer
Players	1-2 Player(s) alternating

- Toki, known in Japan as JuJu Densetsu, started as an 1989 arcade game developed and published by TAD Corporation.
- It was designed by Akira Sakuma and features elements of tongue-in-cheek humor combined with the action.
- The NES version of the game was slightly altered and featured a health bar so that Toki didn't die after one hit.

Tom and Jerry

6.5

SCN

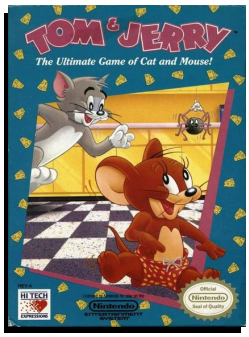
PAL

NTSC-U

SCN Rarity: 6
US Rarity: 5

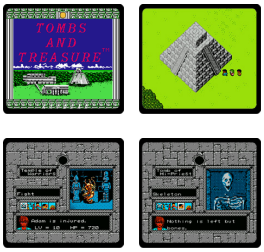
Developer	Software Creations
Publisher	Hi Tech Expressions
Release date	(us) December 1991 (eur) October 22, 1992
Genre	Platformer
Players	1 Player(s)

- Tom and Jerry is also known as Tom and Jerry: The Ultimate Game of Cat and Mouse! or Tom and Jerry (and Tuffy).
- Tom has taken Jerry's cousin Tuffy from him and Jerry must travel through 5 worlds with 3 stages.
- Geoff Follin did the music in the game, while Stephen Ruddy was the sound programmer



Tombs & Treasure

5.0



NTSC-U

US Rarity: 6

Developer	Compile
Publisher	Infocom
Release date	(us) June 1991
Genre	Role Playing
Players	1 Player(s)

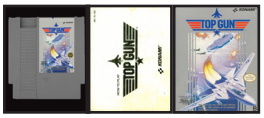
- Tombs & Treasure was originally developed by Nihon Falcom in 1987 for the PC-88/9801, FM and X1 Japanese systems. The NES version was altered to be more story-based, and featured new music and role-playing elements.
- Tombs & Treasure is predominantly about solving puzzles and interacting objects with one another.

Top Gun

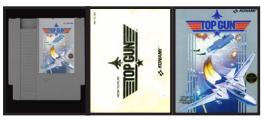
4.2

SCN

PAL



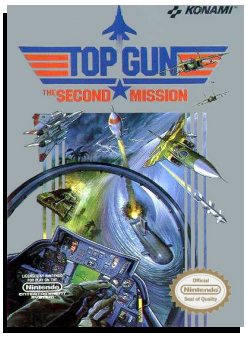
NTSC-U



US Rarity: 2

Developer	Konami
Publisher	Konami
Release date	(us) November 1987 (eur) November 30, 1988
Genre	Simulation
Players	1 Player(s)

- How to land the plane: Keep the plane centered at the landing strip. If it says move, though, move. Remember to press down on the D-pad when it indicates up and press up when it indicates down. Keep the plane speed from 300 to 320 mph.
- According to Game Over by David Sheff, the NES version sold over 2 million copies. *"wikihow.com"*



Top Gun: The Second Mission

Developer	Konami
Publisher	Konami
Release date	(us) January 1990 (eur) October 24, 1991
Genre	Simulation
Players	1-2 Player(s) simultaneous

- Though not explicitly stated, there is a strong implication that the 'enemy' featured in the game was indeed the Soviet Union.
- The game features greatly improved graphics, in-game music, and an easier carrier landing sequence than the first game.

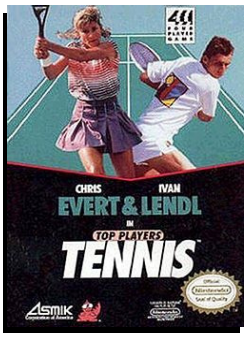
5.4

SCN

PAL

NTSC-U

SCN Rarity: 4
US Rarity: 3



Top Players' Tennis

Developer	Home Data
Publisher	Asmik
Release date	(us) January 1990
Genre	Sports
Players	1-4 Player(s) simultaneous

- The game is called Four Players' Tennis in Europe.
- The game prominently features tennis champions Chris Evert and Ivan Lendl, both of whom are former ATP number 1 ranked singles players.

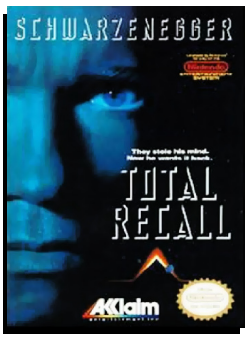
6.3

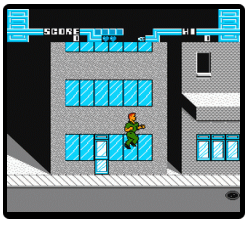
SCN

PAL

NTSC-U

US Rarity: 4





Total Recall

Developer	Interplay/Realtime Associates
Publisher	Acclaim
Release date	(us) August 1990
Genre	Action
Players	1 Player(s)

- Total Recall is an action platformer that loosely follows the events in the movie. You're Douglas Quaid, a man on the run from mysterious people who are trying to kill him (including his wife) after getting a memory implant.
- George Sanger and David Warhol both wrote the music to this game. David Warhol would then take Sanger's MIDI files and arrange them for the NES. *"vgmpf.com"*

1.8

PAL

NTSC-U

US Rarity: 3

5.2

PAL

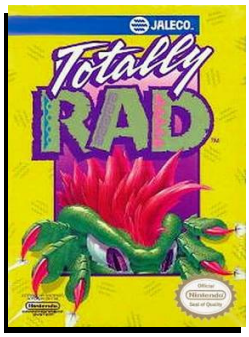
NTSC-U

US Rarity: 4

Totally Rad

Developer Aicom
Publisher Jaleco
Release date (us) March 1991
Genre Platformer
Players 1 Player(s)

- In the original Japanese game, the main characters are two anime-style friends who happen to be pre-teenagers. In Totally Rad, they are redesigned into becoming two Californian teenagers who constantly talk using 80`s “surfer” lingo.
- The instruction manual for Totally Rad is filled with surfer talk and lingo.



3.0

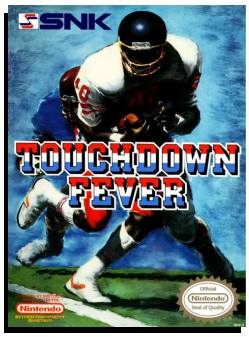
NTSC-U

US Rarity: 4

Touch Down Fever

Developer SNK
Publisher SNK
Release date (us) February 1991
Genre Sports
Players 1-2 Player(s) simultaneous

- The NES version featured teams that originated from cities that had NFL teams at the time (such as Seattle and Phoenix) but not the colors or the nicknames.
- Graphics were toned down as they were for many arcade games ported to the system.
- The human players could only select 5 basic plays: Long Pass, Short Pass, QB Sneak, Backs or Punt/Field Goal.



6.2

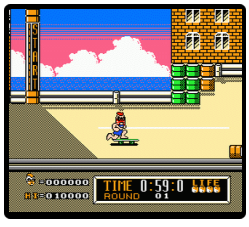
NTSC-U

US Rarity: 2

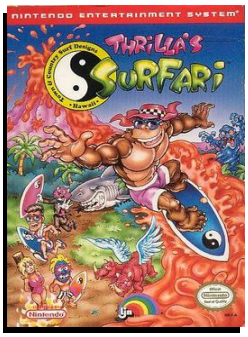
Town & Country Surf Designs: Wood & Water Rage

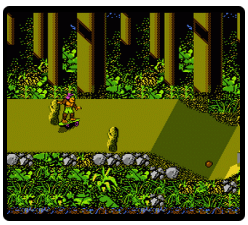
Developer Atlus
Publisher LJN
Release date (us) February 1988
Genre Sports
Players 1-2 Player(s) alternating

- The game shares its name with the world famous surfboard manufacturer, Town & Country Surf Designs, and is based around the company’s mascot characters, known as “Da Boys”.
- There are two main modes: Street Skate Session and Big Wave Encounter.



Town & Country II: Thrilla's Surfari





6.1

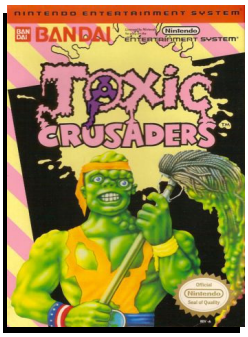
Developer Sculptured Software
Publisher LJN/Acclaim
Release date (us) March 1992
Genre Action
Players 1 Player(s)

- The game features Thrilla Gorilla on a quest to save his girlfriend, Barbie Bikini, who has been kidnapped by a witch doctor named Wazula.
- Unlike the original game, which is set in Africa, the sequel is set in Africa.The game features levels such as jungles, deserts, waterfalls, rivers, and submerged caverns.

NTSC-U

US Rarity: 5

Toxic Crusaders

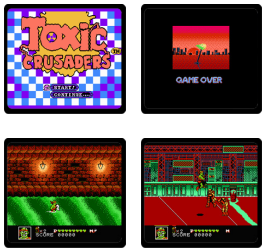


6.0

Developer TOSE
Publisher Bandai
Release date (us) April 1992
Genre Beat 'em up
Players 1 Player(s)

- The game is is based on the short-lived animated series of the same name, which itself was a heavily toned down, kid-friendly take on the Toxic Avenger film series.
- The game sees the player take control of the protagonist Toxie and play six different levels, fighting off enemies with Toxie's mop.

"giantbomb.com"



NTSC-U

US Rarity: 5

Track & Field

6.8

Developer Konami
Publisher Konami
Release date (us) April 1987
Genre Sports
Players 1-2 Player(s) simultaneous/alternating

- The game is known in Japan as Hyper Olympic.
- The NES version of Track & Field was re-released in Europe in 1992 as Track & Field in Barcelona by Kemco in the light of the 1992 Summer Olympics.
- The opening song for the game is the Chariots of Fire theme by Vangelis

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 2

4.9

SCN

PAL

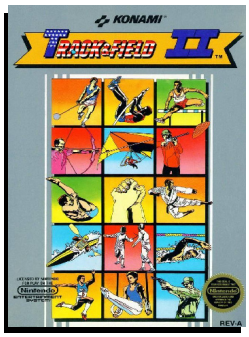
NTSC-U

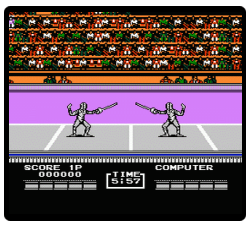
US Rarity: 2

Track & Field II

Developer Konami
Publisher Konami
Release date (us) June 1989
(eur) November 22, 1989
Genre Sports
Players 1-2 Player(s) simultaneous/alternating

- The game still continues the Olympic-themed sports events, but adds more realism by choosing a country for the player to represent.
- The game is based on the 1988 Summer Olympics in Seoul, South Korea, hence the introduction of Taekwondo (a Korean martial art) as one of the events.





6.0

NTSC-U

US Rarity: 5

Treasure Master

Developer Software Creations
Publisher American Softworks
Release date (us) December 1991
Genre Adventure
Players 1 Player(s)

- Treasure Master is a video game released as part of a contest involving MTV.
- After the game's release in late 1991, players had until noon EST on April 11, 1992 to practice beating the game. At this time, MTV revealed a secret password. By entering in this password and the game's serial number before beginning the game, players unlocked a secret sixth Prize World level.

6.7

PAL

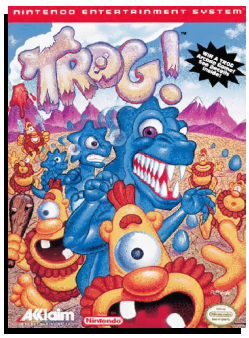
NTSC-U

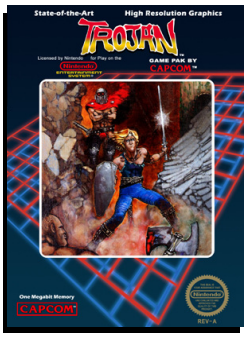
US Rarity: 5

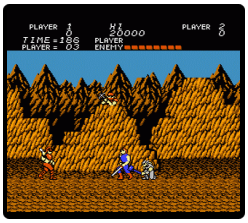
Trog!

Developer Visual Concepts
Publisher Acclaim
Release date (us) October 1991
Genre Puzzle
Players 1-2 Player(s) simultaneous

- In the game, players control one of four dinosaurs and must collect eggs onscreen while being pursued by cavemen called "trog", named after the word troglodyte.
- Much like many NES games at the time, the home versions box art was contracted out to a different company and did not use the arcade game's art.







Trojan

Developer	Capcom
Publisher	Capcom
Release date	(us) February 1987 (eur) March 23, 1989
Genre	Action
Players	1-2 Player(s) alternating/simultaneous

- The NES version of Trojan features several significant changes to the game, such as the addition of new power-ups and hidden rooms, as well as an alternative Versus Mode, where two players compete against each other in a best-two-out-of-three duel, making it Capcom's first attempt in the fighting game genre.

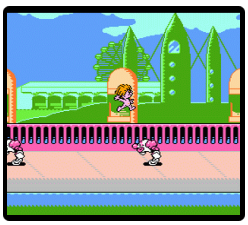
6.5

SCN

PAL

NTSC-U

US Rarity: 3



The Trolls in Crazyland

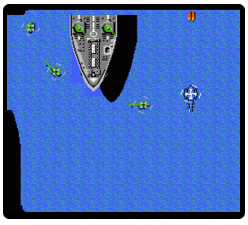
Developer	KID
Publisher	American Softworks
Release date	(eur) 1991
Genre	Action
Players	1 Player(s)

- The game was originally called Doki! Doki! Yūenchi in Japanese, meaning "Thump! Thump! Amusement Park".
- The game was previously scheuled to be released as Crazyland, but was then changed to feature the popular Troll dolls. That version was only released in Italy (PAL-A), and Eastern Europe (PAL-B).

7.4

PAL

NOE Rarity: 8



Twin Cobra

Developer	Micronics
Publisher	American Sammy
Release date	(us) January 1990
Genre	Shooter
Players	1 Player(s)

- Twin Cobra was an 1987 arcade game developed by Toaplan.
- Twin Cobra is a military-themed vertically scrolling shoot-'em-up in which the player controls an advanced attack helicopter and wages a one-craft war against the evil enemy, who fights back with copters of their own, tanks, boats, turrets, in addition to other vehicles and obstacles.

3.0

NTSC-U

US Rarity: 3

3.0

NTSC-U

US Rarity: 4

Twin Eagle

Developer	Visco
Publisher	Romstar
Release date	(us) October 1989
Genre	Shooter
Players	1-2 Player(s) simultaneous

- Twin Eagle: Revenge Joe's Brother was an arcade game which came out in 1988 made by Seta corporation licensed to Taito. It was one of the first arcade to use extensive digital sampling from digitized photos to digitized soundtrack.
- The European version of the game contains a well-known Japanese-English mis-translation as the player is informed after losing all lives that "The player game is abortion".

THE ULTIMATE QUEST FOR FANTASY PRIZES

Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure…**but gets to keep it!**

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

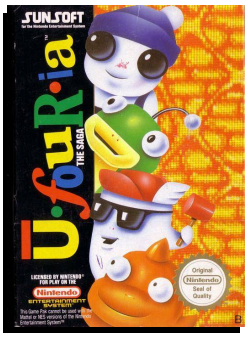
But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!

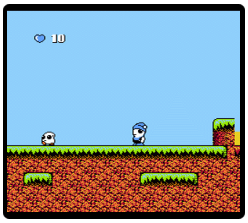
AS THE TREASURE MASTER YOU WILL:

- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcade-style combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes

Official Nintendo Seal of Quality

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®





Ufouria: The Saga

8.3

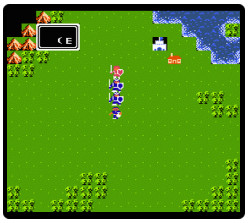
Developer	Sunsoft
Publisher	Sunsoft
Release date	(eur) November 19, 1992
Genre	Adventure
Players	1 Player(s)

- It is the first game in the Hebereke series with almost every "sequel" being a completely different style of game.
- The games design is in the style of Metroid and Blaster Master where the player traverses an uninterrupted game world.
- As a result of the limited release of English versions of the NES game, it has become quite rare, and is considered a sought after item by collectors.

SCN

PAL

SCN Rarity: 7



Ultima III: Exodus

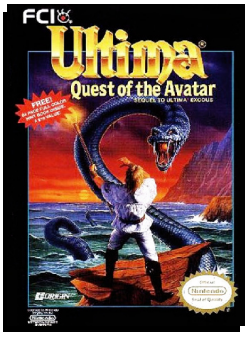
6.0

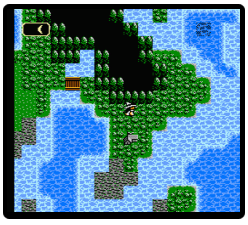
Developer	Origin/Newtopia Planning
Publisher	FCI
Release date	(us) February 1989
Genre	Role Playing
Players	1 Player(s)

- Originally developed for the Apple II in 1983.
- Exodus is the name of the game's principal antagonist.
- The NES port is quite different in almost all respects. The NES version had modified graphics and a new soundtrack, considerable alterations to gameplay, significantly expanded dialogue and added endgame sequence after defeating Exodus.

NTSC-U

US Rarity: 3





Ultima IV: Quest of the Avatar

8.2

Developer	Infinity/Newtopia Planning
Publisher	FCI
Release date	(us) December 1990
Genre	Role Playing
Players	1 Player(s)

- Originally developed for the Apple II in 1985.
- It is the first in the "Age of Enlightenment" trilogy, shifting the series from the hack and slash, dungeon crawl gameplay of its "Age of Darkness" predecessors towards an ethically-nuanced, story-driven approach.
- The NES port of Ultima 4 is very different from the other versions.

NTSC-U

US Rarity: 5

1.0

NTSC-U

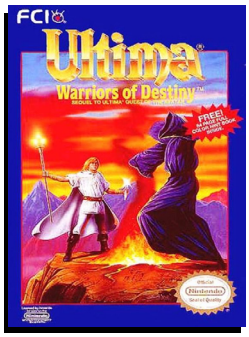
US Rarity: 6

Ultima V: Warriors of Destiny

Developer Origin
Publisher FCI
Release date (us) January 1993
Genre Role Playing
Players 1 Player(s)

- The game is the third and final game out of the three Ultima games that were released for the NES.
- It was the only NES game that Origin Systems developed.
- the NES version was, a less faithful rendition of the source material than its predecessors had been.
- It is known to be the worst, but is also known to be the rarest.

"vgmpf.com"



7.3

PAL

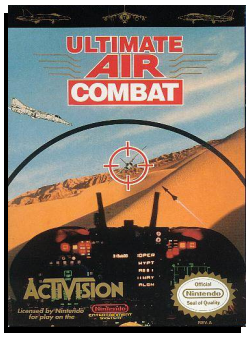
NTSC-U

US Rarity: 5

Ultimate Air Combat

Developer Activision
Publisher Activision
Release date (us) April 1992
Genre Simulation
Players 1 Player(s)

- Ultimate Air Combat is a semi-realistic combat flight simulator.
- Having relatively good graphics for the console, Ultimate Air Combat differs from other similar games by having both a cockpit view and an isometric view throughout the missions.
- In Japan, the game is known as Aces: Iron Eagle III and is barely based on the film of the same name.



3.5

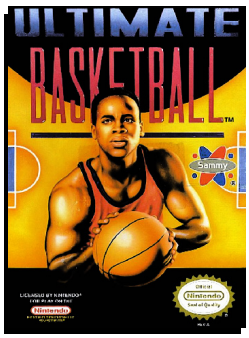
NTSC-U

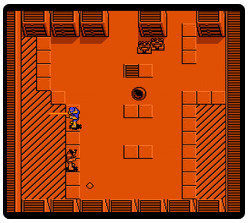
US Rarity: 3

Ultimate Basketball

Developer Aicom
Publisher American Sammy
Release date (us) September 1990
Genre Sports
Players 1-2 Player(s) simultaneous

- This video game is completely unrelated to the Amiga video game of same title and was represented on the American television series Video Power.
- The game is unlike later sports based video games in that doesn't use real professional or college basketball players. The players a player may select for a team are entirely fictional, as are their statistics.





The Uncanny X-Men

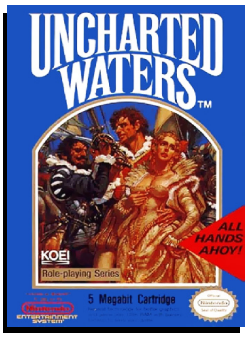
4.4

Developer LJN/Pixel
Publisher LJN
Release date (us) December 1989
Genre Action
Players 1-2 Player(s) simultaneous

- It is a licensed game based on the series of X-Men comics of the same name by Marvel Comics. The lineup of characters in the game is very close to those appearing in X-Men: Pryde of the X-Men, the only animated incarnation of the X-Men existing prior to the X-Men animated series on Fox.
- The object is to use several X-Men characters, each with special powers, to complete a series of missions.

NTSC-U

US Rarity: 4



Uncharted Waters

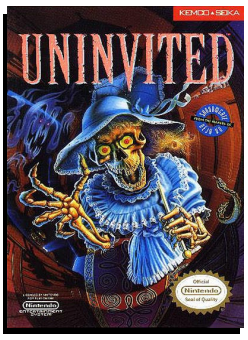
8.0

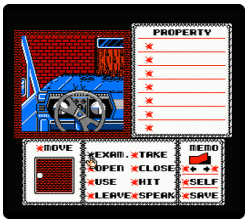
Developer Koei
Publisher Koei
Release date (us) November 1991
Genre Role Playing
Players 1 Player(s)

- Uncharted Waters, normally released as Daikoukai Jidai, was an popular Japanese video game series produced by Koei under its “Rekoeition” brand.
- In East Asia, the series has a large cult following, but it has not received much recognition outside the region. However, it has been compared to the earlier Sid Meier’s Pirates! in gameplay and theme.

NTSC-U

US Rarity: 5





Uninvited

6.4

Developer ICOM Simulations/Kotobuki System
Publisher Kemco/Seika
Release date (us) June 1991
Genre Adventure
Players 1 Player(s)

- Uninvited is a haunted house “point-and-click” adventure game developed originally for the Apple Macintosh in 1986.
- In the NES version, Uninvited now had music and elements of the written narration and storyline altered. Beyond the game texts being simplified for the NES port, some of the death texts were edited or altered due to their rather graphic descriptions.

NTSC-U

US Rarity: 5

6.5

NTSC-U Variant

NTSC-U

Variant Rarity: 5
US Rarity: 4

The Untouchables

Developer Special FX
Publisher Ocean
Release date (us) January 1991
Genre Action
Players 1 Player(s)

- The Untouchables is based loosely on the movie, the game plays out some of the more significant parts of the film.
- Set in Chicago, the primary goal of the game is to take down Al Capone's henchmen and eventually detain Capone.
- The game has a cover variant with a different title screen. The cover variant is often called the "Blue Label Version".

3.5

PAL

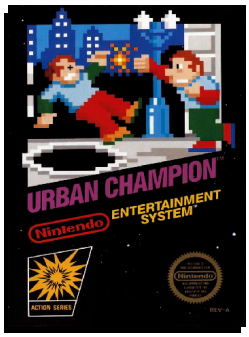
NTSC-U

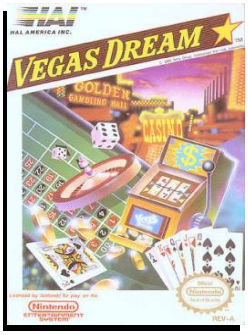
US Rarity: 3

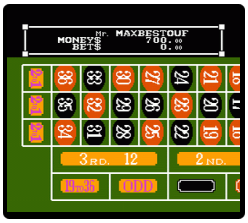
Urban Champion

Developer Nintendo R&D1
Publisher Nintendo
Release date (us) August 1, 1986
Genre Fighting
Players 1-2 Player(s) simultaneous

- The game was inspired by the 1984 Game & Watch title, Boxing (also known as Punch-Out!!).
- It is Nintendo's first 2D fighting game.
- The purpose of the game is to knock the other player into a sewer manhole. There is a time limit, and the player has a set limit of stamina, both of which are represented by numbers.





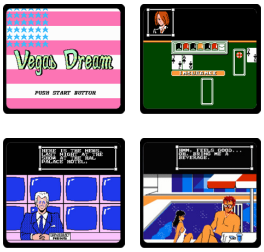


Vegas Dream

8.8

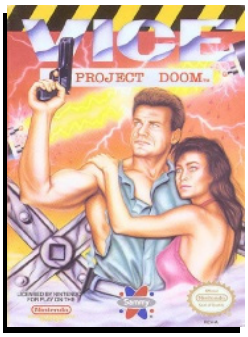
Developer HAL
Publisher HAL
Release date (us) March 1990
Genre Casino
Players 1 Player(s)

- Players start with a bankrole of $700 at the fictional HAL Palace Hotel, to spend on four games: keno, blackjack, roulette or slot machines. Between rounds of play at the normal casino games, there are randomly occurring social interactions with various characters.
- Vegas Dream allows the player to date and marry as many members of the opposite sex as you care to.



NTSC-U

US Rarity: 3



Vice: Project Doom

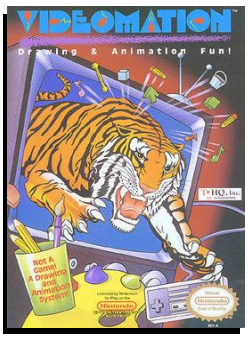
8.8

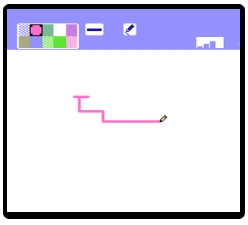
Developer Aicom
Publisher American Sammy
Release date (us) November 1991
Genre Action
Players 1 Player(s)

- The game is a side-scrolling platform game similarly to the Ninja Gaiden series, with the addition of gun shooting and driving segments as well.
- The player takes control of a secret agent who must uncover a conspiracy involving a new kind of alien substance.
- Vice: Project Doom consists of 11 stages.

NTSC-U

US Rarity: 3



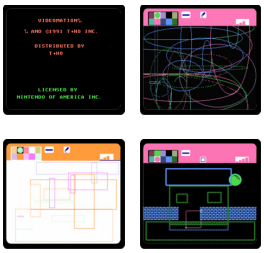


Videomation

2.0

Developer Western Technologies/FarSight Studios
Publisher THQ
Release date (us) June 1991
Genre Edutainment
Players 1 Player(s)

- This video game allows players to create artwork using a mostly freestyle method and have them come to life with full video animation. The game does not support the use of a mouse or any other external component; forcing players to rely on the NES game controller to draw objects.
- The game's instruction manual included some drawing ideas.



NTSC-U

US Rarity: 5

2.5

SCN

PAL

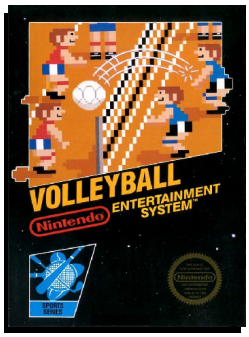
NTSC-U

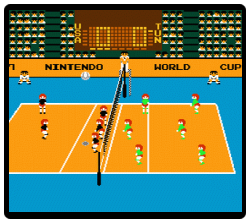
US Rarity: 5

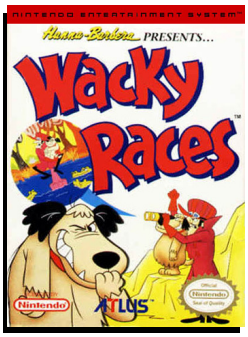
Volleyball

Developer	Nintendo R&D1/Pax Softnica
Publisher	Nintendo
Release date	(us) March 1987 (eur) November 15, 1987
Genre	Sports
Players	1-2 Player(s) simultaneous

- Volleyball was originally released for the Famicom Disk System and NES in 1986.
- It is part of the NES Sports Series.
- The game is a six player-a-side volleyball simulation. Players can select teams to compete in either a men's or women's competition.







Wacky Races

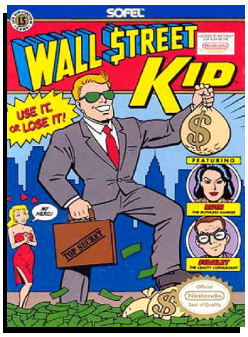
7.8

Developer	Atlus
Publisher	Atlus
Release date	(us) May 1992
Genre	Platformer
Players	1 Player(s)

- The game is based on the Hanna-Barbera cartoon Wacky Races and features Muttley and Dick Dastardly.
- The player controls Muttley through three different areas in typical platform action.
- The game featured a rendition of theme song of the Japanese dub of the TV series as the title screen music.

NTSC-U

US Rarity: 6



Wall Street Kid

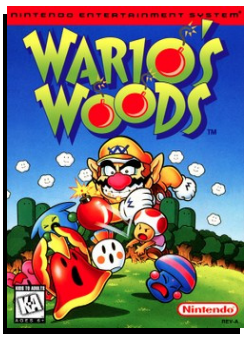
7.5

Developer	SOFEL
Publisher	SOFEL
Release date	(us) June 1990
Genre	Strategy
Players	1 Player(s)

- The game was originally released in Japan as The Money Game II: Kabutochou no Kiseki, which was the sequel to The Money Game.
- The player must prove himself worthy by taking $500,000 in seed money in order to gain a six-hundred-billion-dollar inheritance from the extremely wealthy Benedict family.

NTSC-U

US Rarity: 4



Wario's Woods

5.8

Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) December 10, 1994 (eur) 1995
Genre	Puzzle
Players	1-2 Player(s) simultaneous

- Wario's Woods was the last official licenced game released for the NES, and is also the only game in its library to have an official rating by the ESRB.
- Wario's Woods is a falling block game where the objective is to clear the playing field of monsters by using bombs, arranging them into rows of matching colors.

PAL

NTSC-U

US Rarity: 6

3.0

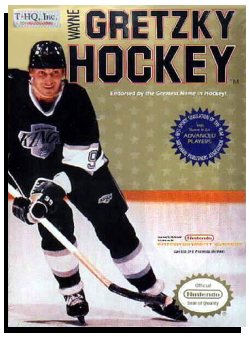
NTSC-U

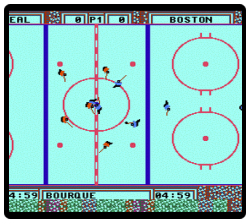
US Rarity: 4

Wayne Gretzky Hockey

Developer Bethesda Softworks
Publisher THQ
Release date (us) January 1991
Genre Sports
Players 1-2 Player(s) simultaneous

- The game was first published in 1988.
- It features the name and likeness of Canadian professional ice hockey centre Wayne Gretzky. Bethesda Softworks published Wayne Gretzky Hockey shortly after Peter Pocklington traded Gretzky from the Edmonton Oilers to the Los Angeles Kings on 9 August 1988.





2.5

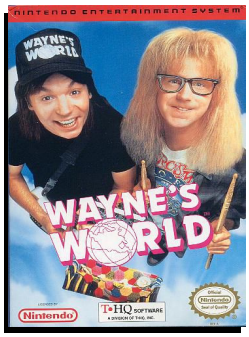
NTSC-U

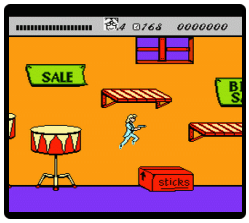
US Rarity: 7

Wayne's World

Developer Radical Entertainment
Publisher THQ
Release date (us) November 1993
Genre Platformer
Players 1 Player(s)

- The game is based on the film Wayne's World.
- In the NES version, the player controls both Wayne and Garth in different levels. Garth's main attack is a laser gun and Wayne has a kick.





7.9

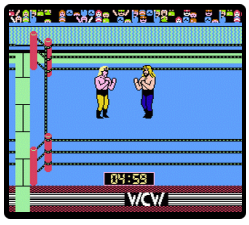
NTSC-U

US Rarity: 4

WCW Wrestling

Developer Nichibutsu
Publisher FCI
Release date (us) April 1990
Genre Sports
Players 1-2 Player(s) simultaneous

- The Japanese version was released in 1989 under the name Super Star Pro Wrestling, with a different lineup of wrestlers.
- It was the only video game based on the National Wrestling Alliance. After the Road Warriors left WCW for the World Wrestling Federation, they were replaced on the box front, instruction booklet, and cartridge label by Sting.



Werewolf: The Last Warrior

7.5

Developer	SAS Sakata
Publisher	Data East
Release date	(us) November 1990 (eur) September 26, 1991
Genre	Action
Players	1-2 Player(s) alternating

- The game starred a werewolf character named “Warwolf”.
- Getting red “W”s made the hero turn into a werewolf, granting him a longer range melee attack, wall-climbing ability. Getting blue “W”s made him turn back into a man. Getting bubbles added to his anger meter and getting five of them turned him into a super werewolf that could jump very high.

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 4

Wheel of Fortune

5.8

Developer	Rare
Publisher	GameTek
Release date	(us) September 1988
Genre	Game show
Players	1-3 Player(s) alternating

- The game is the first of four NES games based on the famous game show, and probably the “purest” translation of that group.
- The rules of the TV show apply in the video game; players are able to purchase vowels, spin the wheel, participate in lightning rounds a test their luck in the final round.

NTSC-U

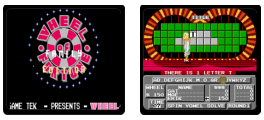
US Rarity: 3

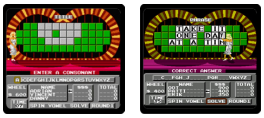
Wheel of Fortune Family Edition

6.5

Developer	Rare
Publisher	GameTek
Release date	(us) March 1990
Genre	Game show
Players	1-3 Player(s) alternating

- This was the third of four Wheel of Fortune games on the NES. Outside of new puzzles and a new soundtrack, this version is identical to the previous two NES adaptions, Wheel of Fortune and Wheel of Fortune Junior Edition, respectively.
- Oddly, the Family Edition does not feature the famous Wheel of Fortune theme.





NTSC-U

US Rarity: 4

6.1

NTSC-U

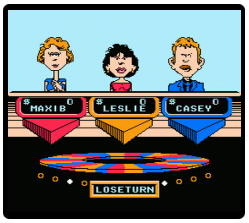
US Rarity: 5

Wheel of Fortune: Featuring Vanna White

Developer GameTek/IJE Inc.
Publisher GameTek
Release date (us) January 1992
Genre Game show
Players 1-3 Player(s) alternating

• Facing a giant wheel and a wall of hidden letters that spell out a word, name, or phrase, your job is to spin the wheel and cross your fingers. If the wheel lands on a dollar amount or a Free Spin, you can guess a consonant or buy a vowel.

"allgame.com"



5.3

NTSC-U

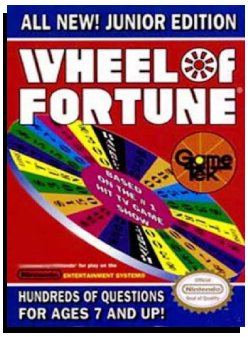
US Rarity: 4

Wheel of Fortune Junior Edition

Developer Rare
Publisher GameTek
Release date (us) October 1989
Genre Game show
Players 1-3 Player(s) alternating

• Since this is the Junior Edition of the franchise, the puzzles is more identifiable to children and prizes to match (instead of playing for cars, players play for trips or similar).

• This NES edition of the game allows 1, 2, or 3 human players to play against each other. Human players can also elect to play against computer players and at 3 difficulty levels.



6.0

NTSC-U

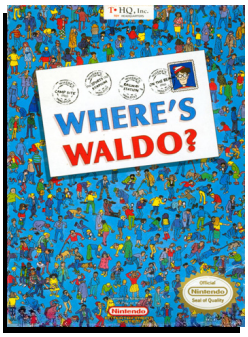
US Rarity: 5

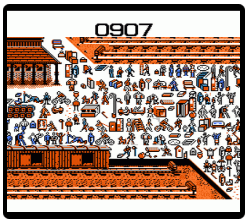
Where in Time Is Carmen Sandiego?

Developer Distinctive Software
Publisher Konami
Release date (us) October 1991
Genre Edutainment
Players 1 Player(s)

• The 1989 version of Where in Time Is Carmen Sandiego? is a multiplatform video game where players have to travel through time to collect the clue and the warrant necessary to capture Carmen Sandiego or one of her henchmen.

• The port of the game for the NES included a small, paperback encyclopedia as a free pack-in.





Where's Waldo?

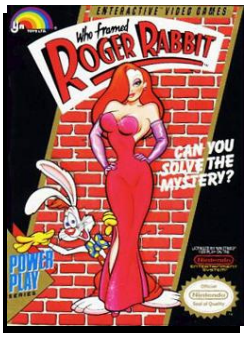
1.4

Developer	Bethesda Softworks
Publisher	THQ
Release date	(us) September 1991
Genre	Edutainment
Players	1 Player(s)

- The game was the first video game loosely based on Martin Handford's book of the same name. Mostly similar to the books, players must help Waldo get to the moon by finding him in each of the eight levels in the game.
- The game was panned by critics, who criticized the game for its graphics, which made it more difficult to find Waldo in each of the levels.

NTSC-U

US Rarity: 4

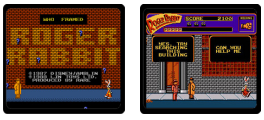


Who Framed Roger Rabbit?

5.8

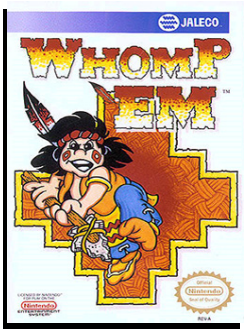
Developer	Rare
Publisher	LJN
Release date	(us) September 1989
Genre	Adventure
Players	1 Player(s)

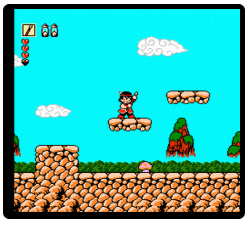
- During the gameplay, gamers would have to call a phone number. Inside the Ink & Paint Club, initially talking to Jessica Rabbit gives the response "Find my Phone No. and give me a call". If the number was called, it would give the gamers clues as to how to continue gameplay.



NTSC-U

US Rarity: 3



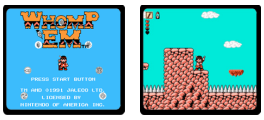


Whomp 'Em

7.0

Developer	Jaleco
Publisher	Jaleco
Release date	(us) March 1991
Genre	Platformer
Players	1 Player(s)

- Whomp 'Em is notable for being one of the few video games to feature a Native American as the protagonist. Instead, the protagonist in the Japanese version is Sun Wukong, the King Monkey, one of the most popular characters in the Chinese culture.
- The title, "Whomp 'Em" is a pun, based on wampum, white beads used by Native American tribes primarily for trading.



NTSC-U

US Rarity: 5

6.3

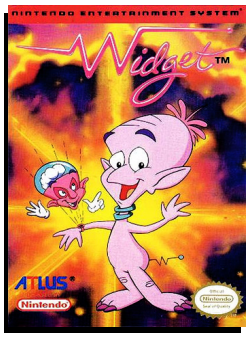
NTSC-U

US Rarity: 6

Widget

Developer Graphic Research
Publisher Atlus
Release date (us) November 1992
Genre Platformer
Players 1 Player(s)

- Widget is a game based on the 80's cartoon show.
- Widget will need to transform into different animals in order to progress through the game. He can turn into Cannon Widget, Mouse Widget, Rock-Man Widget, Bird-Man Widget, or Dolphin Widget.
- This was the only game Graphic Research developed that was released in the USA.



7.6

SCN

PAL

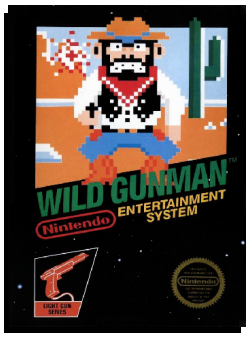
NTSC-U

US Rarity: 4

Wild Gunman

Developer Nintendo R&D1/Intelligent Systems
Publisher Nintendo
Release date (us) October 1985
(eur) February 15, 1988
Genre Light Gun
Players 1 Player(s)

- The original version of Wild Gunman was one of Nintendo's electro-mechanical arcade games created by Gunpei Yokoi and released in 1974. The Famicom version was also available packaged with a plastic, western-style revolver accessory (modelled after the Colt Single Action Army) that could be used instead of the Zapper.



7.5

SCN

PAL

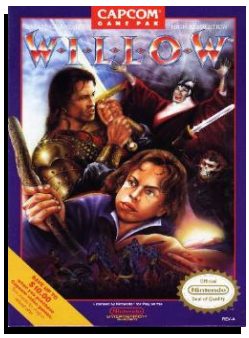
NTSC-U

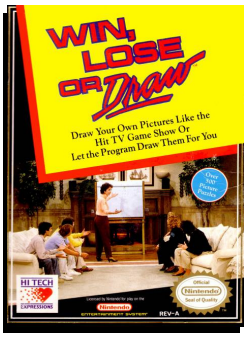
SCN Rarity: 6
US Rarity: 4

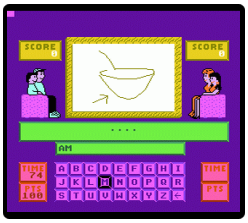
Willow

Developer Capcom
Publisher Capcom
Release date (us) December 1989
(eur) November 28, 1991
Genre Adventure
Players 1 Player(s)

- Willow is based on the 1988 film of the same name.
- The version of Willow released for the NES is an adventure game in the vein of The Legend of Zelda. The game has the player taking on the role of Willow. In the tradition of The Legend of Zelda, Willow wields a sword and shield and many supplementary items along with a wide variety of spells.







Win, Lose, or Draw

4.0

Developer	RSP
Publisher	Hi Tech Expressions
Release date	(us) March 1990
Genre	Game Show
Players	1-2 Player(s) simultaneous

- Win, Lose or Draw was a popular TV show requiring artistic skills and an ability to think laterally. A player on your team draws something on the big game board, and you must work out what it represents.
- In this computerised implementation the drawing phase of the game is handled by the NES, so your task is simply to guess the meaning of the picture by thinking laterally.

"mobygames.com"

NTSC-U

US Rarity: 3

Winter Games

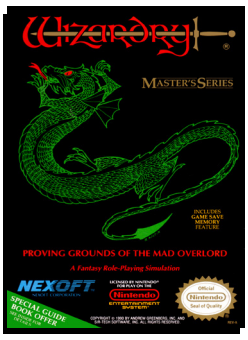
2.0

Developer	Atelier Double
Publisher	Acclaim
Release date	(us) September 1987
Genre	Sports
Players	1 Player(s)

- The game is a snow-and-ice themed follow-up to the highly successful Summer Games.
- There are only four events to choose from: Hot Dog Aerials, Speed Skating, Figure Skating, and Bobsledding. This is strange considering that the original Commodore game had eight events.

NTSC-U

US Rarity: 3



Wizardry: Proving Grounds of the Mad Overlord

7.5

Developer	Game Studio/ASCII
Publisher	Nexoft/ASCII
Release date	(us) July 1990
Genre	Role Playing
Players	1 Player(s)

- It is the first game in the Wizardry series and was developed by Andrew Greenberg and Robert Woodhead in 1981.
- In terms of difficulty, Wizardry is arbitrary regardless of platform. The Famicom/NES versions do not seem any less forgiving than the computer versions.

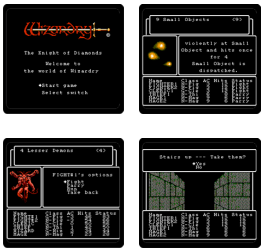
"atariage.com/Great Hierophant"

NTSC-U

US Rarity: 5

Wizardry II: The Knight of Diamonds

8.2

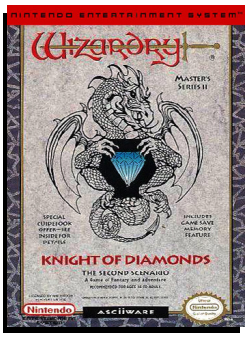


NTSC-U

US Rarity: 6

Developer	Game Studio/ASCII
Publisher	ASCII
Release date	(us) April 1992
Genre	Role Playing
Players	1 Player(s)

- Wizardry II takes place not too long after the events of the first game.
- In the original, the player is not allowed to create new characters. All characters must be imported from Wizardry I. When the NES version was released, the import function was removed. this was necessary because the NES had no way to transfer data from one game to the next.



Wizards & Warriors

5.8

SCN

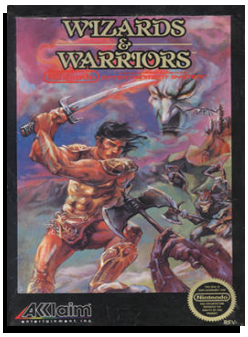
PAL

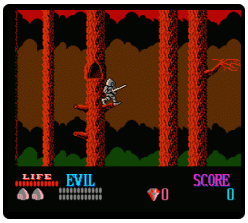
NTSC-U

US Rarity: 2

Developer	Rare
Publisher	Acclaim
Release date	(us) December 1987 (eur) January 17, 1990
Genre	Platformer
Players	1 Player(s)

- During the game, players make their way through forests, tunnels, and caves, battling hordes of enemies and collecting treasure, magical items, and additional weaponry to get past the obstacles and hazards that lie in their path.
- The game's soundtrack was composed by video game composer David Wise.





Wizards & Warriors III: Kuros: Visions of Power

4.9

SCN

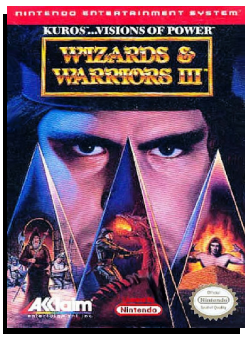
PAL

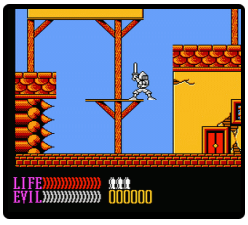
NTSC-U

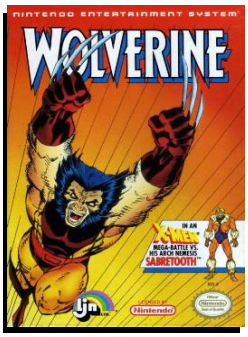
SCN Rarity: 6
US Rarity: 5

Developer	Zippo Games/Rare
Publisher	Acclaim
Release date	(us) March 1992 (eur) January 21, 1993
Genre	Platformer
Players	1 Player(s)

- Wizards & Warriors III was developed by Zippo Games' founders Ste and John Pickford, who also had a few additional programmers and artists to assist them.
- While Wizards & Warriors III hinted at a sequel at the end of the game, it has not happened.







Wolverine

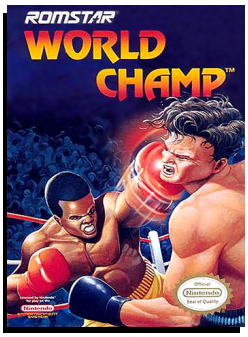
4.3

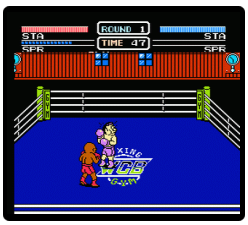
Developer	Software Creations
Publisher	LJN
Release date	(us) October 1991
Genre	Action
Players	1 Player(s)

- Unlike many other NES games, where the player character is given a grace period of invulnerability after sustaining damage, Wolverine's energy is simply drained for as long as he is in contact with an enemy or hazard. Another difference is the fact that at the end of a level, except for the final one, there is no boss to defeat.

NTSC-U

US Rarity: 4





World Champ

7.4

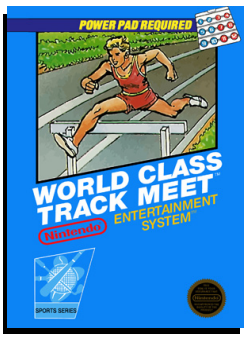
Developer	Pixel/Visco
Publisher	Romstar
Release date	(us) April 1991
Genre	Sports
Players	1-2 Player(s) simultaneous

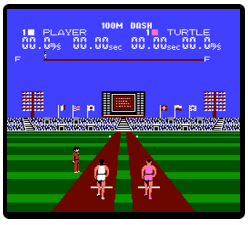
- The statistics used to determine fighter strength are: speed, stamina, defense and offense (punching ability).
- Players can either do straight punches, uppercuts, hard blows to the body, or surprise hook punches during the boxing rounds.
- Each fight lasts for a certain number of rounds; which each round having a time limit of a certain amount of seconds.

PAL

NTSC-U

US Rarity: 5





World Class Track Meet

6.6

Developer	Bandai
Publisher	Nintendo
Release date	(us) August 1988
Genre	Power Pad
Players	1-6 Player(s) alternating

- World Class Track Meet is a re-release of the rare NES game Stadium Events.
- The game was produced and sold in large numbers, as it was a pack-in game for Nintendo's Power Set bundle.
- The title of the pad was altered to Fitness Center in West Germany, Austria, and Switzerland.

NTSC-U

US Rarity: 4

World Games

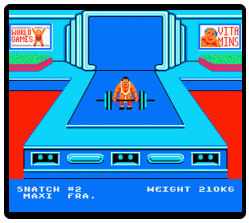
6.0

NTSC-U

US Rarity: 5

Developer	Epyx/Rare
Publisher	Milton Bradley
Release date	(us) March 1989
Genre	Sports
Players	1 Player(s)

- World Games was originally developed by Epyx for the Commodore 64 in 1986. The game was a continuation in the Epyx sports line that previously released extremely successful titles such as Summer Games and Winter Games.
- There are eight events to choose from, Weight Lifting, Barrel Jumping, Cliff Diving, Slalom Skiing, Log Rolling, Bull Riding, Caber Toss, and Sumo Wrestling.



Wrath of the Black Manta

6.9

SCN

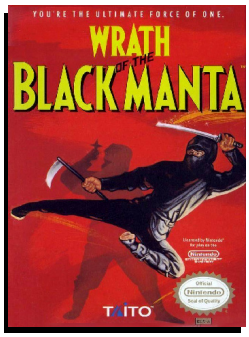
PAL

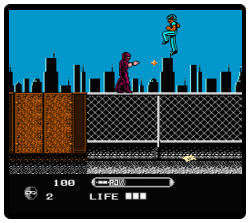
NTSC-U

US Rarity: 3

Developer	Ai Corporation
Publisher	Taito
Release date	(us) April 1990 (eur) January 24, 1991
Genre	Action
Players	1 Player(s)

- The American and European versions of the game were set to star the Aquaman villain Black Manta, with Aquaman being the final boss of the game. Due to copyright issues, this idea was dropped and a generic ninja based on Dolph Lundgren was used instead. It has been discovered that one of these particular cut scene drawings were copied from the book "How to Draw Comics the Marvel Way".





Wrecking Crew

7.7

SCN

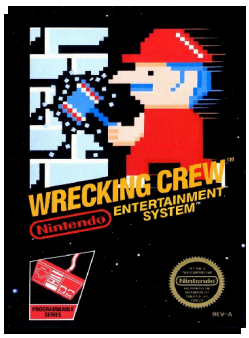
PAL

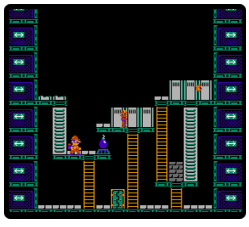
NTSC-U

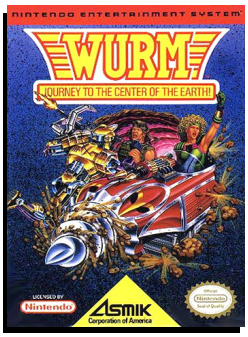
US Rarity: 4

Developer	Nintendo R&D1
Publisher	Nintendo
Release date	(us) October 1985 (eur) October 15, 1987
Genre	Puzzle
Players	1-2 Player(s) alternating

- The game was designed by Yoshio Sakamoto and released as a launch title for the NES.
- Wrecking Crew also features a level editor, which allows the player to design up to four levels. However, the "save" and "load" features were designed for use with the Famicom Data Recorder.







Wurm: Journey to the Center of the Earth

6.5

Developer	Cyclone System
Publisher	Asmik
Release date	(us) November 1991
Genre	Platformer
Players	1 Player(s)

- The plot of this video game deals with mysterious earthquakes that emerge in the year 1999, and the government dispatches explorers in powerful digging machines called VZR's.
- Wurm is composed of five acts, with four stages per act.

NTSC-U

US Rarity: 5

WWF King of the Ring

4.8

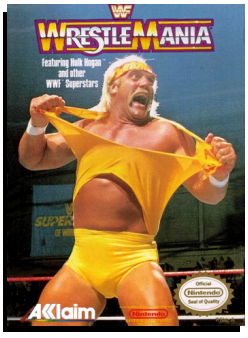
Developer	Gray Matter/Eastridge Technology
Publisher	LJN
Release date	(us) November 1993
Genre	Sports
Players	1-2 Player(s) simultaneous

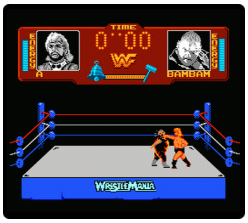
- It was the final WWF game released for the NES
- In this game, players can vie for the title of King of the Ring by competing in an eight-man single elimination tournament. Additionally, players can battle the entire roster through a string of singles matches to become WWF Champion.
- Exhibition matches are available in singles and tag team modes for one or two players.

PAL

NTSC-U

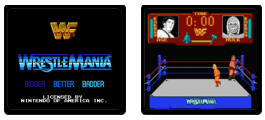
US Rarity: 6





WWF WrestleMania

3.9



Developer	Rare
Publisher	LJN/Acclaim
Release date	(us) January 1989
Genre	Sports
Players	1-2 Player(s) simultaneous

- WrestleMania marked the beginning of a long relationship between Acclaim and the WWF which lasted ten years.
- A scene in the 2008 film The Wrestler features a fictional NES game entitled Wrestle Jam '88. The fully functioning demo features a style inspired by WWF WrestleMania.

PAL

NTSC-U

US Rarity: 2

7.3

PAL

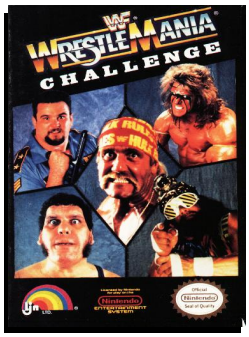
NTSC-U

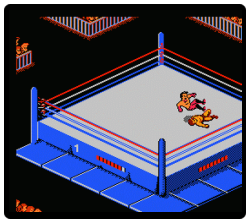
US Rarity: 3

WWF WrestleMania Challenge

Developer Rare
Publisher LJN
Release date (us) November 1990
Genre Sports
Players 1-2 Player(s) simultaneous

- The game was originally developed under the title WWF Survivor Series. After this release, development of games under the WrestleMania name shifted to Sculptured Software, which developed WWF Super WrestleMania and WWF WrestleMania: Steel Cage Challenge.
- Features include fluid gameplay and unique movesets for each wrestler.





7.0

PAL

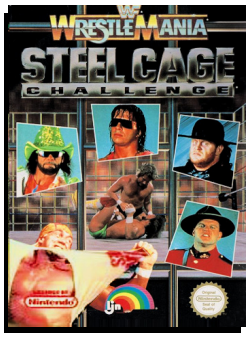
NTSC-U

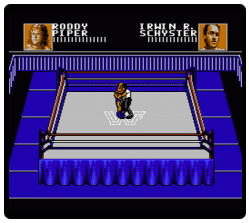
US Rarity: 5

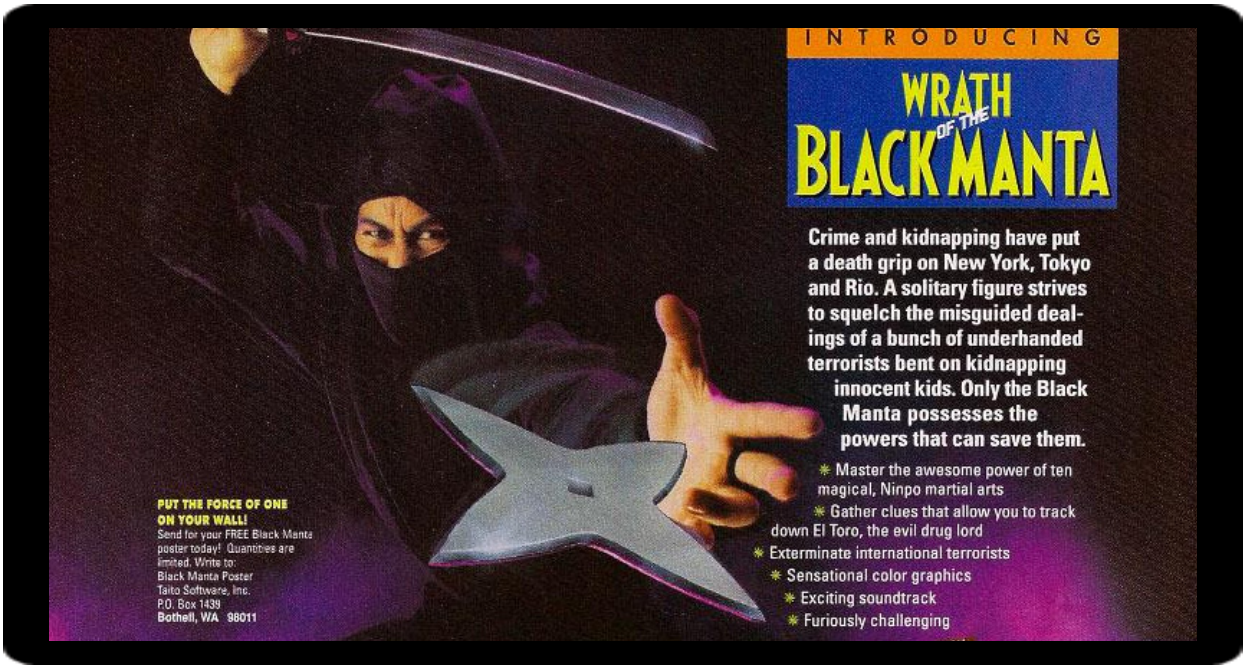
WWF WrestleMania: Steel Cage Challenge

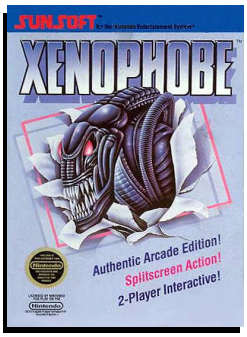
Developer Sculptured Software
Publisher LJN/Acclaim
Release date (us) September 1992
Genre Sports
Players 1-2 Player(s) simultaneous

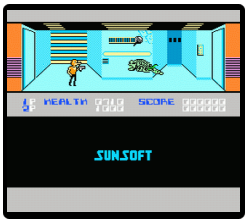
- Modes include One-on-One, Tag Team, WWF Championship, and Tag Team Championship.
- Ten wrestlers are playable. All versions of the game feature Bret Hart, Hulk Hogan, I.R.S., Randy Savage, Ted DiBiase and The Undertaker. The NES version also has Jake Roberts, Roddy Piper, Sid Justice and The Mountie.











Xenophobe

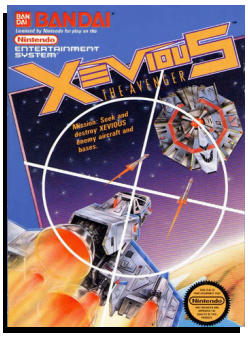
4.4

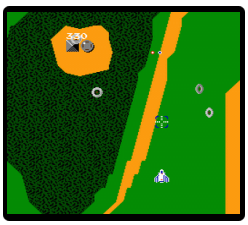
Developer Sunsoft
Publisher Sunsoft
Release date (us) December 1988
Genre Adventure
Players 1-2 Player(s) simultaneous

- Xenophobe in the arcades had a very unique look. There were 3 flight joystick type controls, which is a very odd choice for a side scrolling action game with humanoid characters.
- Assemble your band of engineers and fight the Xenos on each station, striving to either clear it or abandon it. You start out with a standard issue laser, but can pick up additional weapons as you find them.

NTSC-U

US Rarity: 4





Xevious

4.4

Developer Namco
Publisher Bandai
Release date (us) September 1988
(eur) October 25, 1989
Genre Shooter
Players 1-2 Player(s) alternating

- The arcade was designed and programmed by Masanobu Endoh.
- The NES version, released in Japan very close to the original Atari 7800 edition, is a very, very accurate version of the classic arcade game, even in its "widescreen" format. Graphics are as accurate as the hardware could handle.

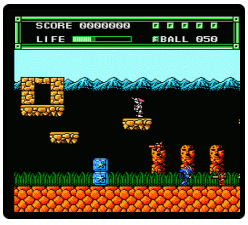
"ign.com"

SCN

PAL

NTSC-U

SCN Rarity: 6
US Rarity: 4



Xexyz

6.4

Developer Hudson Soft/Atlus
Publisher Hudson Soft
Release date (us) April 1990
Genre Platformer
Players 1 Player(s)

- The story takes place in post-apocalyptic year 2777 after the Earth was devastated by nuclear war and natural disasters, the island nation of Xexyz is now threatened by Alien robots.
- Xexyz is considered to be one of several underrated games in the NES.

NTSC-U

US Rarity: 3

Yo! Noid

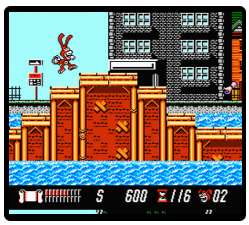
5.9

NTSC-U

US Rarity: 4

Developer	Now Production
Publisher	Capcom
Release date	(us) November 1990
Genre	Platformer
Players	1 Player(s)

• Kamen no Ninja Hanamaru was first released in Japan on March 16, 1990. During the game's development on localizing the game, Capcom teamed up with Domino's Pizza to promote the company's mascot, changing a lot of graphics, sound and presentation. However, none of the game mechanics were changed.



Yoshi

5.9

SCN

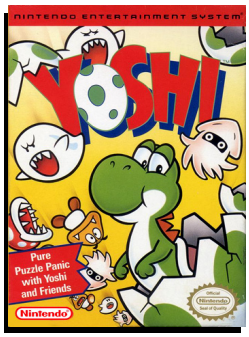
PAL

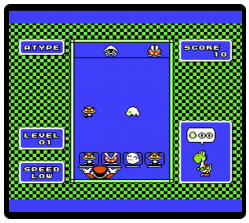
NTSC-U

SCN Rarity: 7
US Rarity: 4

Developer	Game Freak
Publisher	Nintendo
Release date	(us) June 1992 (eur) December 30, 1992
Genre	Puzzle
Players	1-2 Player(s) simultaneous

• Yoshi is a falling block game in which the player is given a playing field that is divided into four columns. Monsters, which consist of various Mario enemies, appear at the top of the screen and fall into each the columns, turning into blocks as they land and creating stacks that incrementally grow in height. The main objective is to prevent the four stacks from growing too high by eliminating blocks from the field.



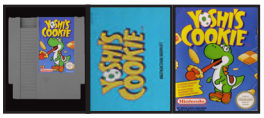


Yoshi's Cookie

6.5

SCN

PAL



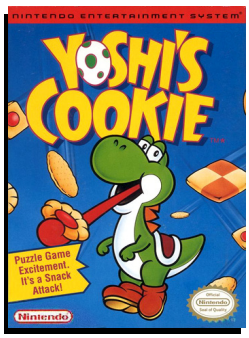
NTSC-U

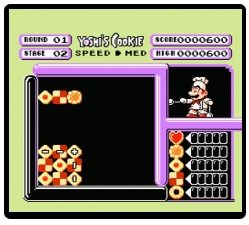
SCN Rarity: 7
US Rarity: 5

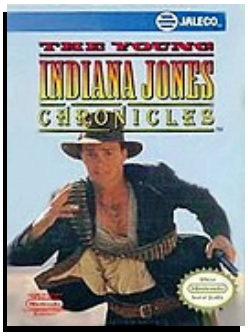
Developer	Bullet-Proof Software
Publisher	Nintendo
Release date	(us) April 1993 (eur) April 28, 1994
Genre	Puzzle
Players	1-2 Player(s) simultaneous

• Yoshi's Cookie is a tile-matching video game in which the player is given a playing field populated with cookies of five various types, arranged in a rectangular grid.

• Yoshi's Cookie originally began development as a Super NES game called "Hermetica" produced by game designer David Nolte.







Young Indiana Jones Chronicles

7.0

Developer Jaleco
Publisher Jaleco
Release date (us) December 1992
Genre Platformer
Players 1 Player(s)

- The Young Indiana Jones Chronicles is based on the television series of the same name, which is in turn based on the Lucas/Spielberg movie franchise starring Harrison Ford.

- In this game, a young Indiana Jones embarks on globetrotting adventures in which he gathers treasure and fights for what is good and right.

"mobygames.com"

NTSC-U

US Rarity: 6

Zanac

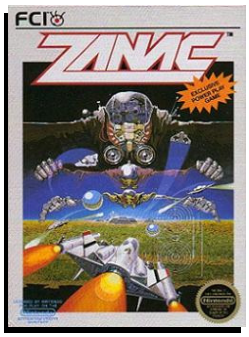
7.6

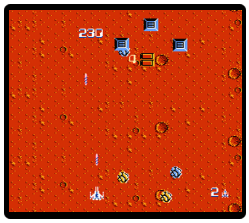
NTSC-U

US Rarity: 4

Developer	Compile
Publisher	FCI
Release date	(us) October 1987
Genre	Shooter
Players	1 Player(s)

• Zanac was developed by main core developers of Compile, including Masamitsu “Moo” Niitani, Koji ”Janus” Teramoto, and Takayuki ”Jemini” Hirono. All of these developers went on to make other popular similarly-based games such as The Guardian Legend, Blazing Lazers, and the Puyo Puyo series. The game is known for its intense and fast-paced gameplay, level of difficulty, and music which seems to match the pace of the game.





Zelda II: The Adventure of Link

7.1

SCN

PAL

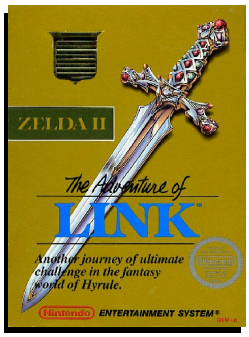
NTSC-U

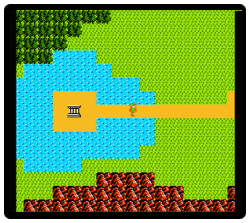
US Rarity: 2

Developer	Nintendo R&D4
Publisher	Nintendo
Release date	(us) December 1988 (eur) September 26, 1988
Genre	Role Playing
Players	1 Player(s)

• The Adventure of Link is a direct sequel to the original Legend of Zelda, again involving Link, on a quest to save Princess Zelda, who has fallen under a sleeping spell.

• Shigeru Miyamoto, the creator of the original Zelda, intended to make Zelda II fundamentally different from its predecessor. A different team was assembled to develop the game.





Zen the Intergalactic Ninja

7.4

PAL

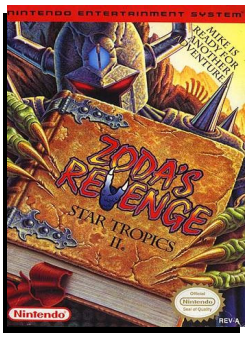
NTSC-U

US Rarity: 5

Developer	Konami
Publisher	Konami
Release date	(us) March 1993
Genre	Action
Players	1 Player(s)

• The games feature Zen fighting an alien villain known as Lord Contaminous, who is keen on harming the Earth’s ecological environment.

• The music for the NES game was composed by Kôzô Nakamura, Junichiro Kaneda, Yuichi Sakakura, Ayako Nishigaki and Tomoya Tomita and has been played on the Swedish radio-channel P3’s programme Syntax Error.



Zoda's Revenge: StarTropics II

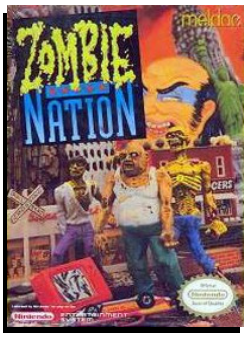
7.6

Developer Nintendo IRD
Publisher Nintendo
Release date (us) March 1994
Genre Adventure
Players 1 Player(s)

- Before the NES era in North America was about to end, Nintendo of America made a plan to help sell the game along with Capcom's Mega Man 6 and the NES version of Wario's Woods, which were also published or developed by Nintendo in North America during the same time. Their plan was to release the top-loading NES for a retail price of $49.99 to attract consumers to buying the updated version of the original NES along with one or more new games for the console.

NTSC-U

US Rarity: 4



Zombie Nation

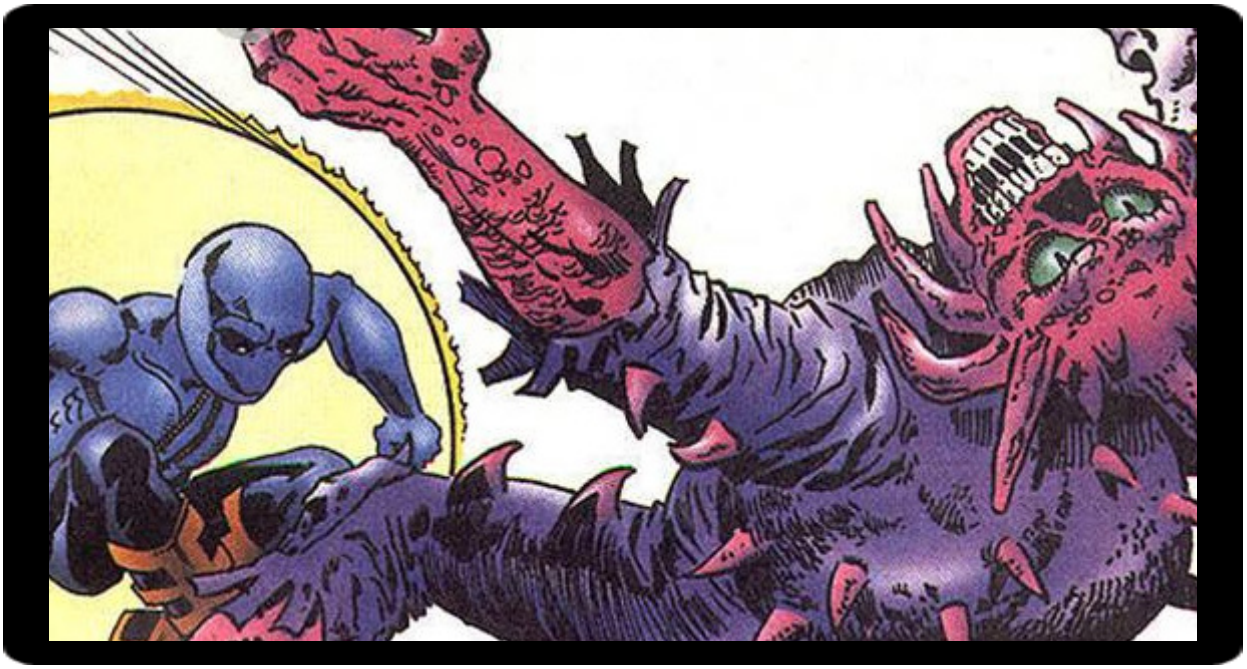
3.0

Developer KAZe
Publisher Meldac
Release date (us) September 1991
Genre Shooter
Players 1 Player(s)

- In Zombie Nation, the floating samurai head, Namakubi, goes to the United States to destroy Darc Seed - an alien who crashed to Earth via a meteorite in 1999, turned all the American people into zombies, and took control of various deadly weapons. Namakubi must recover the samurai sword Shura and destroy Darc Seed and its minions.
- The game are considered a cult hit among gamers.

NTSC-U

US Rarity: 6



Famicom games

This is just a sample of the Famicom library.

The total collection of Famicom games is 1,055 while the collection of FamicmDisc games consist of 229.

Japanese Famicom cartridges are shaped slightly differently than the NES carts and while the NES used a 72-pin interface, the Famicom system used a 60-pin design. Unlike NES games, official Famicom cartridges were produced in many colors of plastic. In Japan, several companies manufactured the cartridges for the Famicom. This allowed these companies to develop their own customized chips designed for specific purposes, such as chips that increased the quality of sound in their games.

In 1986, Nintendo released the Famicom Disk System in Japan, a type of floppy drive that uses a single-sided, proprietary 5 cm disk and plugs into the cartridge port. It contains RAM for the game to load into and an extra wavetable sound chip. The disks were originally obtained from kiosks in malls and other public places where buyers could select a title and have it written to the disk. This process would cost less than cartridges and users could take the disk back to a vending booth and have it rewritten with a new game.
The disks were used both for storing the game and saving progress and total capacity was 128k.

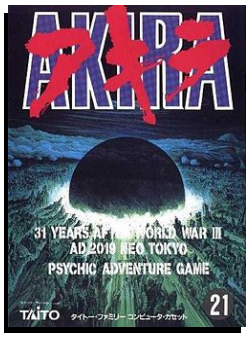
5.9

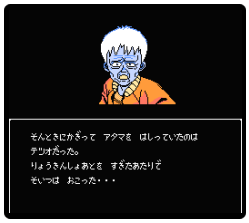
Famicom

Akira

Developer Taito
Publisher Taito
Release date (FamiCom) December 24, 1988
Genre Visual novel

- Akira is based on the 1988 animated movie version of Katsuhiro Otomo's manga, Akira.
- Progress in the game is made by selecting actions from a list. The current location is depicted in a static image, often redrawn from the movie.
- Akira was given a poor total score of 17 out of 40 from the panel of four reviewers of Famicom Tsūshin magazine.





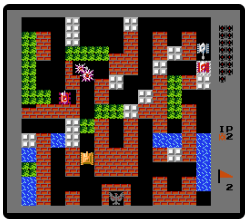
5.5

Famicom

Barcode World

Developer Epoch
Publisher Sunsoft
Release date (FamiCom) December 18, 1992
Genre Strategy

- Barcode World is a video game where players use a Barcode Battler II (a card-scanning handheld) together with a Nintendo-licensed Famicom-Barcode Battler interface that came packaged with the game and not sold separately.
- Barcode World includes barcode cards that feature characters from many Sunsoft series, most notably Hebereke and Gimmick!.



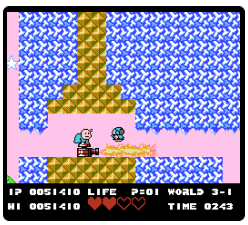
Battle City

7.7

Developer Namco/Dempa Shinbunsha/Nova Games
Publisher Namco
Release date (FamiCom) September 9, 1985
Genre Action

- Battle City is a successor to Namco's 1980 Tank Battalion, and would be succeeded itself by the 1991 Tank Force.
- Battle City was one of the earlier games to allow two players to play simultaneously. Both players have to defend the base together. It was also one of the first NES games to allow players access to an edit mode where they could create custom levels.

Famicom



Bio Miracle Bokutte Upa

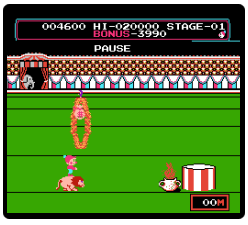
7.4

Developer Konami
Publisher Konami
Release date (FamiComDiskSystem) April 22, 1988
(FamiCom) February 26, 1993
Genre Platformer

FC-DiskSystem

- Bio Miracle - Bokutte Upa had actually been slated for a North American release in 1989, Howard Lincoln of Nintendo turned it down, saying that it wasn't good enough for the American market.
- The game`s main character is a baby called Upa that uses a rattle to attack his enemies.

Famicom



Circus Charlie

5.8

Developer Konami
Publisher Soft Pro
Release date (FamiCom) 1986
Genre Action

- Circus Charlie is an action/platform game originally released by Konami in which the player controls a clown named Charlie. The game was a hit arcade game in 1984.
- In the Famicom version, the trampoline stage is omitted, but it has a "B" mode, in which all the levels are repeated with added difficulty. The game often shows up on Famicom clone systems and multicarts, usually with its title screen altered to remove copyright.

Famicom

7.2

Famicom

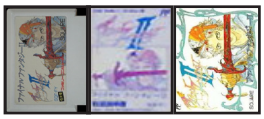
Famicom Wars

Developer Nintendo R&D1/Intelligent Systems
Publisher Nintendo
Release date (FamiCom) August 12, 1988
Genre Turn-based tactics

- Players take control of one of two warring nations, Red Star and Blue Moon, as they seek to establish turn-based dominance over each other.
- Development of Famicom Wars began as Intelligent Systems changed its direction from creating hardware to developing simulation games.
- On release, Famicom Tsūshin scored the Famicom version of the game a 33 out of 40.

6.8

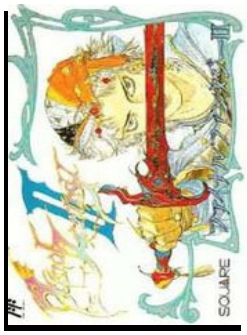
Famicom

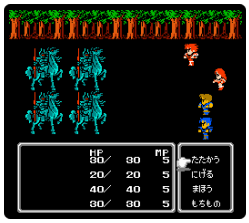


Final Fantasy II

Developer Square
Publisher Square
Release date (FamiCom) December 17, 1988
Genre Role-playing game

- Although a prototype cartridge of the NES Final Fantasy II was produced, with the subtitle Dark Shadow over Palakia, the project was canceled in favor of the recently released Final Fantasy IV.
- Final Fantasy II introduced many elements that would later become staples of the Final Fantasy franchise, including chocobos and the recurring character Cid.



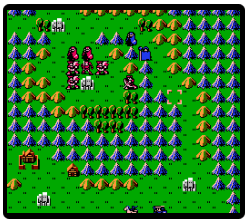


8.0

Final Fantasy III

Developer Square
Publisher Square
Release date (FamiCom) April 27, 1990
Genre Role-playing game

- Director and story writer Hironobu Sakaguchi, designer Hiromichi Tanaka, character designer Yoshitaka Amano, scenario writer Kenji Terada, and music composer Nobuo Uematsu returned from the two previous Final Fantasy games to contribute to the development of Final Fantasy III.
- At 512k, the completed game was one of the largest ever released for the Famicom/NES.



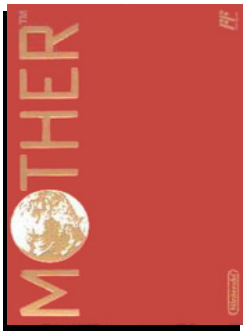
Fire Emblem: Shadow Dragon and the Blade of Light

6.0

Developer Nintendo R&D1/Intelligent Systems
Publisher Nintendo
Release date (FamiCom) April 20, 1990
Genre Tactical role-playing game

- Fire Emblem was one of the earliest series in the turn-based strategy genre on home consoles.
- The game stars Marth, a character who later became better known for his appearance in Super Smash Bros. Melee and Super Smash Bros. Brawl. The Falchion weapon from this game acts as the Fire Emblem franchise's symbol in the Super Smash Bros. series.

Famicom



Mother

8.0

Developer Nintendo/Ape
Publisher Nintendo
Release date (FamiCom) July 27, 1989
Genre Role-playing game

- Mother was designed and directed by Japanese copywriter and television personality Shigesato Itoi. One of the inspirations for the name was John Lennon's song "Mother". He also wanted the name to be something that was not game-like.
- Mother was scheduled to be released in North America as Earth Bound in the fall of 1991, but marketing delayed and eventually removed the game from the release schedule, putting it on indefinite hold.

Famicom

Ninja JaJaMaru-kun

6.5

Developer TOSE
Publisher Jaleco/HAMSTER Corporation
Release date (FamiCom) November 15, 1985
Genre Action

- When it was released on the North American Virtual Console, it was the first time the game made its release outside Japan.
- The game was the primary inspiration behind Robot Ninja Haggleman, an 8-bit style game in Retro Game Challenge for the Nintendo DS.
- The game stars the brother of Ninja-kun (from Ninja-Kid).

Famicom

US Rarity: x

8.2

Famicom

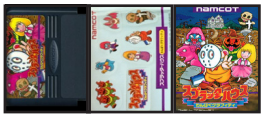
Recca

Developer KID
Publisher Naxat Soft
Release date (FamiCom) July 17, 1992
Genre Scrolling shooter

- Summer Carnival '92: Recca is commonly referred to as Recca (meaning "raging fire"). As its name implies, Recca was created for a shooting game competition called the "Summer Carnival" by Naxat Soft, which took place in 1992. The game was known for pushing the Famicom to its limits, having high sprite counts while maintaining fast speeds.
- As only a few copies were sold, the game is now quite rare, with cartridges selling for around 20 thousand yen.

7.6

Famicom



Splatterhouse: Wanpaku Graffiti

Developer Now Production
Publisher Namco
Release date (FamiCom) July 31, 1989
Genre Beat 'em up

- Splatterhouse: Wanpaku Graffiti was the second game to be released in the Splatterhouse video game series. Unlike the other games in the series, Wanpaku Graffiti was released only on the Family Computer and is Japanese exclusive. It is also the first Splatterhouse game to be released for a home console.
- Critics of the game have deemed its graphics, control, and parody nature Wanpaku Graffiti's strongest aspects.

7.7

FC-DiskSystem

US Rarity: x

Super Mario Brothers 2

Developer Nintendo R&D4
Publisher Nintendo
Release date (FamiCom) June 3, 1986
Genre Platforming

- The game uses the same game engine as its predecessor and is quite similar in visual style. It is intended to challenge players who have mastered the original Super Mario Bros.
- In contrast to its predecessor, this game does not feature a two-player mode. Instead, at the start of the game, players are given a selection between Mario or Luigi. It is also the first entry of the Mario series in which Mario and Luigi exhibit differing movements.

Sweet Home

8.2

Developer Capcom
Publisher Capcom
Release date (FamiCom) December 15, 1989
Genre Psychological horror/Role-playing

- Sweet Home is based on the Japanese horror film of the same name (it was actually supervised by the film's director Kiyoshi Kurosawa) and is a forerunner of Capcom's Resident Evil game series, sometimes perceived as the original game in the survival horror video game genre.
- The game features randomly encountered battles which the controlled character or party of characters must fight or run away from.

Famicom

Tsuppari Wars

5.2

Developer Sammy Studios
Publisher Sammy Studios
Release date (FamiCom) June 28, 1991
Genre Action

- In Tsuppari Wars, the object is to acquire all of the enemies' territory and defeat the evil gang leaders. Even though this game was only released in Japan, the gangsters fight without any weapons and the violence level is mild compared to later gang-related games. Its spiritual descendant is Grand Theft Auto: San Andreas due to its simulation of gang warfare.

Famicom

Woody Poko

3.8

Developer dB-Soft
Publisher dB-Soft
Release date (FamiCom) June 20, 1987
Genre Platformer

- The player controls an old wooden figure named "This Baggage." He is a hero who has lived in harmony with humans for many years. For This Baggage, the journey is to find the fairy who teaches people to get back to being friendly with wooden dolls. Enemies encountered through the game are strange creatures and bothersome old men. The player attacks by using his fists at them. Players can steal the items in the store.

Famicom

Unlicensed games

Unlicensed Games

Several companies, refusing to pay the licensing fee or having been rejected by Nintendo, found ways to circumvent the console's authentication system. Most of these companies created circuits that used a voltage spike to temporarily disable the 10NES chip in the NES. A few unlicensed games released in Europe and Australia came in the form of a dongle that would be connected to a licensed game, in order to use the licensed game's 10NES chip for authentication. In order to combat unlicensed games, Nintendo of America threatened retailers who sold them with losing their supply of licensed titles. In addition, multiple revisions were made to the NES PCBs to prevent these games from working.

Atari Games created a line of NES products under the name Tengen and took a different approach. The company attempted to reverse engineer the lockout chip to develop its own "Rabbit" chip. However, Tengen also obtained a description of the lockout chip from the United States Patent and Trademark Office by falsely claiming that it was required to defend against present infringement claims in a legal case. Nintendo sued Tengen for copyright infringement, which Tengen lost as it could not prove that the legally obtained patent documents had not been used by the reverse engineering team. Tengen's antitrust claims against Nintendo were never finally decided.

Color Dreams produced Christian video games under the subsidiary name Wisdom Tree. They were never sued by Nintendo as the company probably feared a public relations backlash.

Following the introduction of the Sega Mega Drive (Sega Genesis in North America), Nintendo began to face real competition in the industry, and in the early 1990s was forced to reevaluate its stance towards its developers, many of whom had begun to defect to other systems. When the console was reissued as the NES 2, the 10NES chip was omitted from the console.

Homebrew Games

On Dec. 10, 1994, Nintendo released the final official game for its Entertainment System, a puzzle game called Wario's Woods. And that was all she wrote: After a nine-year run, the groundbreaking 8-bit game console's time had expired, and gamers would move on to more technologically adept hardware.

But some fans, whether too in love with the pixelated aesthetic or the creative constraints of limited hardware, don't want to move on. So they devote themselves to learning the ins and outs of the Ricoh 6502 processor, practice their pixel art and create games that could have been on the shelves in the early '90s. Then they go the extra mile and produce cartridges, boxes and manuals and sell their creations to like-minded fans who want new content for their old, old machines.

While the earliest Nintendo Entertainment System "homebrew" games were rather simple, the latest creations are significantly more polished.

"wired.com/2013/01/battle-kid-2/"

Several compilers are available for the Nintendo Entertainment System, but like the Atari 2600, most development directly applies assembly language. One impediment to NES homebrew development is the relative difficulty involved with producing physical cartridges, although third party flash carts do exist, making homebrew possible on original NES hardware. Several varieties of custom integrated circuits are used within NES cartridges to expand system capabilities; most are difficult to replicate except by scavenging old cartridges. The hardware lockout mechanism of the NES further complicates construction of usable physical cartridges. However, the NES-101 removed the 10NES lockout chip so any game, whether homebrew, unlicensed, or another region of an official game, can be played. The 10NES chip can eventually be permanently disabled by performing a minor change to the hardware.

6 in 1

4.6

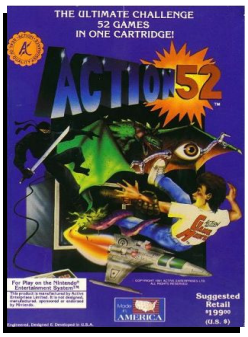
Developer	Caltron
Publisher	Caltron
Release date	1992
Genre	Compilation

- Caltron 6 in 1 is a multicart, released by Caltron, a Taiwan-based video game company which was either closely related to, or simply a pseudonym for NTDEC. This version is regarded by collectors as the rarest HES game.
- When Caltron Industries, Inc. was going out of business, Myriad Games, Inc., bought all of their existing inventory of cartridges. Myriad then took the carts and added a very generic (no graphic art) label.

Myriad version

Caltron version

Myriad Rarity: 10
Caltron Rarity: 8

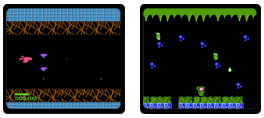


Action 52

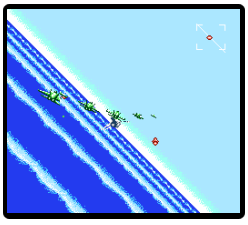
1.3

Developer	Active Enterprises
Publisher	Active Enterprises
Release date	1991
Genre	Compilation
Players	1-2 Player(s) simultaneous/alternating

- The game consisted of 52 individual and original video games.
- It initially retailed for the comparatively high price of US$199, and became notorious among gamers for the abysmal quality of its games.
- Many video game collectors value Action 52 for its notoriety and rarity.



US Rarity: 6

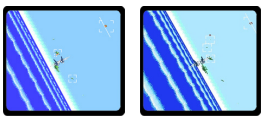


After Burner

3.6

Developer	Tengen
Publisher	Tengen
Release date	1989
Genre	Shoot ‘em up
Players	1 Player(s)

- After Burner was an 1987 combat flight simulator arcade game by Sega AM2.
- The Tengen release box featured an illustration of a f-14 Tomcat by San Francisco illustrator Marc Ericksen, using a Thayer Chandler airbrush in gouache, working on Cold press illustration board.



US Rarity: 3

4.5

US Rarity: 3

Alien Syndrome

Developer Sanritsu
Publisher Tengen
Release date 1988
Genre Run and gun
Players 1-2 Player(s) simultaneous

- Alien Syndrome is Tengen's NES conversion of a classic arcade game by Sega that seems to have been inspired in equal measure by the video game Robotron and the Aliens movies.
- A sequel of the same name, Alien Syndrome, was released for Wii and PSP on July 24, 2007.

1.7

US Rarity: 6

Baby Boomer

Developer Oetinger
Publisher Color Dreams
Release date 1989
Genre Light Gun
Players 1 Player(s)

- Baby Boomer decided to leave his crib and set out for the dangerous wilderness outside of his house.
- As Boomer crawls across the screen toward numerous dangers, such as birds of prey and bottomless pits, the player uses the Zapper to shoot hazards before they hurt Boomer.
- This game was Color Dreams' first game.

8.8

Limited Edition

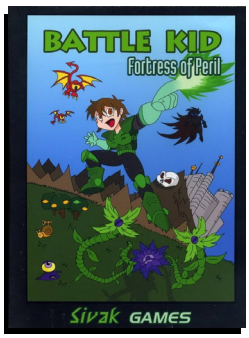
Regular version

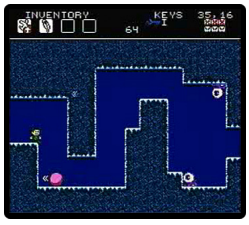
Regular Rarity: 6
Lmtd.Ed Rarity: 10

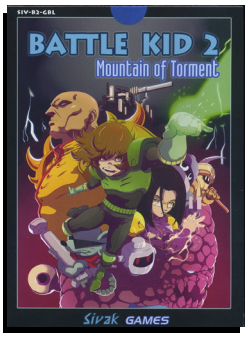
Battle Kid: Fortress of Peril

Developer Sivak Games
Publisher Retrozone
Release date 2010
Genre Platformer
Players 1 Player(s)

- Unlike most games in the modern era, Battle Kid is available for purchase only on a physical NES cartridge.
- To date, there have been three releases of Battle Kid: Fortress of Peril. The original was a limited edition run of 33 copies for early pre-orders, with each copy being uniquely numbered. 1.000 was the second, and currently most common release. A third release of version 1.100 was released later in 2010.







Battle Kid 2: Mountain of Torment

8.0

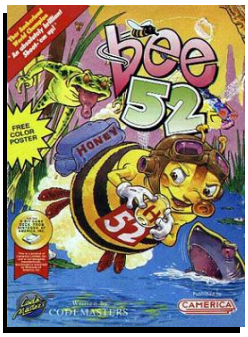
Developer Sivak Games
Publisher Retrozone
Release date 2012
Genre Platformer
Players 1 Player(s)

- Inspired from "I Wanna Be The Guy" and other classic platformers, this game follows the same format of having a large map in Metroidvania style where one has a large map to freely explore and must venture to various parts of it.
- In total, there are over 650 rooms, 25 enemy types, 13 boss battles, 42 music tracks, and more bonus features this time around. *"nintendoage.com"*

Limited Edition

Regular Version

Lim.Ed. Rarity: 10

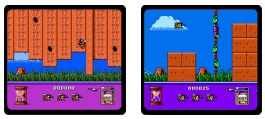


Bee 52

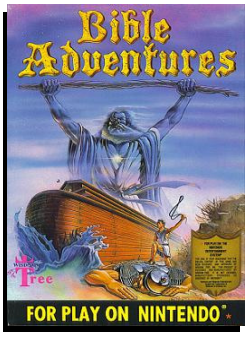
6.3

Developer Codemasters
Publisher Camerica
Release date 1992
Genre Action
Players 1 Player(s)

- Bee 52 is a flying side scroller. The bee is maneuvered by the control pad up down left and right over enemies, and through holes. The player can shoot at enemies straight ahead with the A button, or use the B button to sting enemies from above. Bee 52 can find add ons such as a super stinger with a longer reach, or more powerful projectiles either by killing a special lightning bug whose appearance is random, or visiting certain secret holes.



US Rarity: 4

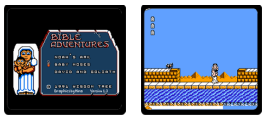


Bible Adventures

4.6

Developer Wisdom Tree
Publisher Wisdom Tree
Release date 1990
Genre Platformer
Players 1 Player(s)

- Bible Adventures was not sold through video game retailers.
- It contains three different games: Noah's Ark, Baby Moses, and David and Goliath, all of which are based rather loosely on stories from the Bible.
- The game features Jesu, Joy of Man's Desiring, by J. S. Bach, as the background music for the title screen.


Version 1.1

Version 1.4

US Rarity: 3

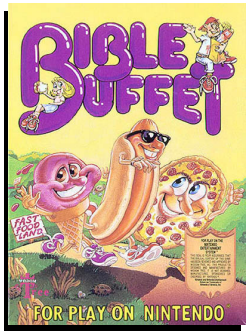
3.9

US Rarity: 6

Bible Buffet

Developer Wisdom Tree
Publisher Wisdom Tree
Release date 1993
Genre Board
Players 1-4 Player(s) alternating

- Similar to Candy Land, this game has the player spin a spinner to move a specified amount of spaces told by the spinner to move.
- Despite the title, the only reference to the Bible in this game is in the manual on the trivia questions.



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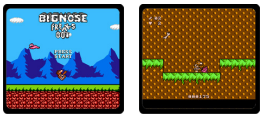


Aladdin Cart

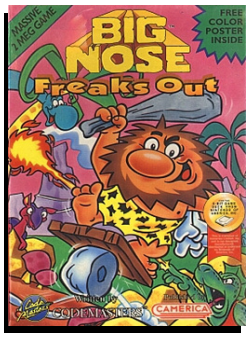
Gold NES Cart

Aladdin Rarity: 4
Gold Rarity: 6

Big Nose Freaks Out

Developer Codemasters
Publisher Camerica
Release date 1992
Genre Platformer
Players 1-2 Player(s) simultaneous

- Like many Codemasters NES titles, the game was also released for the Aladdin Deck Enhancer.
- The player controls a cave man character who has had all his bones stolen from a prehistoric bank by a dinosaur. Bignose sets off on an adventure through numerous prehistoric settings.
- Big Nose Freaks Out has become popular as more people have access to the ROM file through emulation websites.



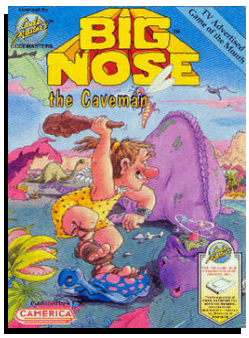
5.2

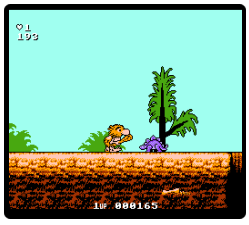
US Rarity: 4

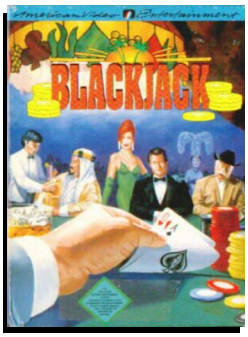
Big Nose the Caveman

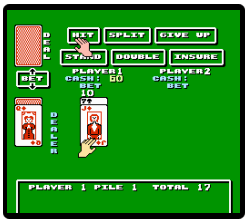
Developer Baton
Publisher Camerica
Release date 1991
Genre Platformer
Players 1 Player(s)

- The character is “Big Nose”, who is runs through many islands to find his dinner, because he is very hungry. Along the way, Big Nose collects bones, that he can use to buy items from the various shops that include spells, upgrades to his abilities and items.
- Work was done on a port for the Sega Master System, but it was never released, although a prototype version exists.







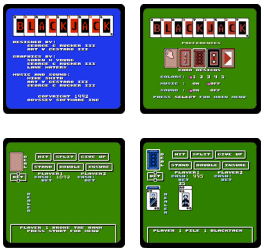


Blackjack

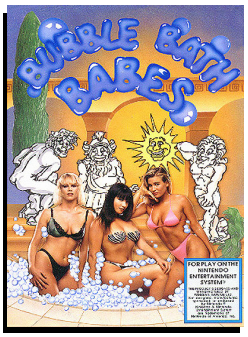
4.1

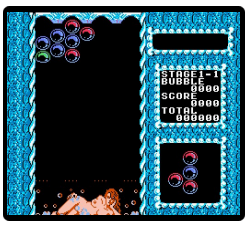
Developer	Odyssey Software
Publisher	American Video Entertainment
Release date	1992
Genre	Card
Players	1-2 Player(s) simultaneous

- The game features blackjack action and a dealer who deals from 1-3 card decks. After winning a certain amount of money or losing it all, the game automatically ends.
- Blackjack can be played by one or two players.



US Rarity: 6





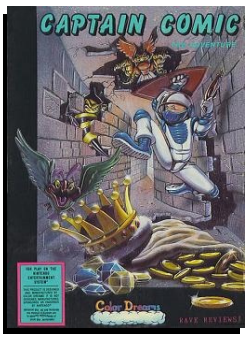
Bubble Bath Babes

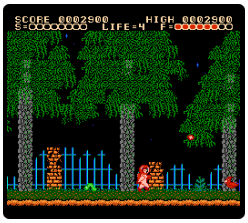
6.0

Developer	C&E
Publisher	Panesian
Release date	1991
Genre	Puzzle
Players	1 Player(s)

- The gameplay is reminiscent of that of Tetris and Puzzle Bobble in that the goal is to steer clusters of rising bubbles and place them so that they connect to other bubbles of similar color along the top of the screen.
- The game is very difficult to find and is sought after by collectors, often topping prices of $1000 U.S. $ on auction sites such as eBay.

US Rarity: 8



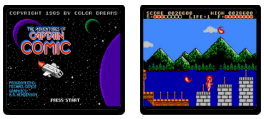


Captain Comic - The Adventure

3.1

Developer	Color Dreams
Publisher	Color Dreams
Release date	1989
Genre	Action
Players	1 Player(s)

- The Adventures of Captain Comic was an 1988 MS-DOS platform game which is known for being one of the first side-scrolling games made for IBM PC.
- Initially a PAL version was created and planned to be marketed, though for whatever reason this never came to be.
- The theme song for the game was originally a remake of the US Marine Corps Theme.



Black

Blue

US Rarity: 3

0.8

Blue

Black

US Rarity: 8

Castle of Deceit

Developer Bunch Games
Publisher Bunch Games
Release date 1990
Genre Platformer
Players 1 Player(s)

- In the game, the player takes control of a wizard trapped in the titular castle with only one spell to defend himself.
- The game was often considered frustrating for its length and lack of a save or password system.

3.0

Black

Blue

US Rarity: 8

Challenge of the Dragon

Developer Color Dreams
Publisher Color Dreams
Release date 1990
Genre Beat ‘em up
Players 1-2 Player(s) simultaneous

- Challenge of the Dragon had two different releases on the NES, but both are completely different games. One was developed by Color Dreams and the other was developed by Sachen.
- It was programmed by Dan Lawton (founder of Color Dreams), composed by John Dwyer with graphics by Dan Burke. *“thealmightyguru.com”*

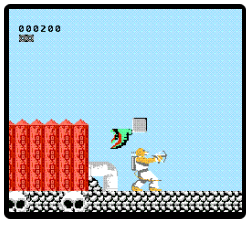
1.5

US Rarity: 8

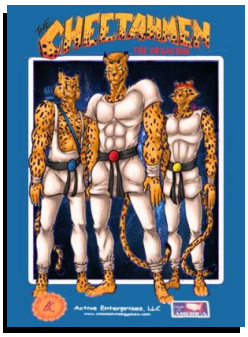
Cheetahmen II

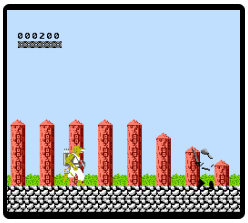
Publisher Active Enterprises
Release date (planned) 1993
Genre Platformer
Players 1 Player(s)

- The game is a prototype. It wasn’t completed (6 of 10 proposed levels were made) and was never officially released. In 1996, however, 1,500 copies of the game were located in a warehouse, and eventually put on sale on the secondary market. All copies of the game were reused Action 52 cartridges, some with a small gold sticker reading “Cheetamen II”.
- This cartridge is now very rare and hard to find.



Cheetahmen: The Creation

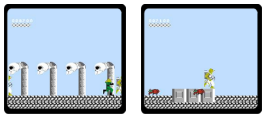




Developer Active Enterprises
Publisher Active Enterprises
Release date 2011
Genre Platformer
Players 1 Player(s)

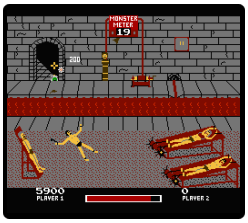
• On November 11, 2011, Greg Pabich publicly released reproductions of Action Gamer, calling it “Cheetahmen: The Creation”.This special package contains a sealed version of the game for collectors, an unsealed copy, a reproduction of the original Cheetahmen comic book, a Cheetahmen music CD, special edition T-Shirts and a poster.

2.0



Collector`s Edition
NTSC-U

Chiller



Developer Exidy
Publisher American Game Cartridges (NA)/HES (AU)
Release date 1990
Genre Light Gun
Players 1-2 Player(s) simultaneous

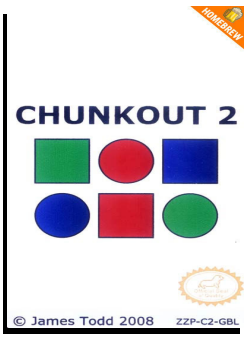
• The player takes on the role of an unseen torturer who must maim, mutilate, and murder helpless victims in a variety of dungeon settings. Few of the enemies in the game are capable of fighting back, with the challenge element lying in how quickly the player can cause each of the victims to die.

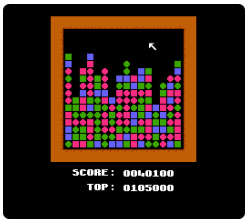
• The NES version contained some minor censorship from the arcade version.

1.7

US Rarity: 6

Chunkout 2





Developer Chunkout Games
Publisher Chunkout Games
Release date 2008
Genre Puzzle
Players 1 Player(s)

• This sequel to James Todd’s 1999 Gameboy Color release brings 3 levels of difficulty into the mix.

• Chunkout 2 had several different releases, Japanese Edition was sold as a limited print run of 50 cartridges with unique serial numbers. There have been a total of 3 expo special “Chunkout Champion” carts made to date. An Australian collectors edition was also made.

Australian Coll.Ed.

Japanese Edition

Red Version

Red Rarity: 3
Aus Rarity: 10

Color Caves

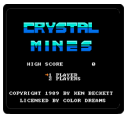
US Rarity: 6

Developer	Alex Mauer
Publisher	Alex Mauer
Release date	2007
Genre	Music
Players	1 Player(s)

- Alex Mauer of "NES Music on a Cart" also known as Vegavox fame, released a music cartridge called Color Caves, featuring artwork to set the mood for each song.
- The music is made along with a someone who goes by the name phlogiston and the cartridge contains the followin 10 songs: Portelse, Farjanta, 775, Faolo, Sikrifjs, Tophat, Dmagosin, L.Queen, Rhino, Rhinoyel.

6.2

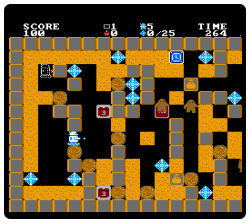
Crystal Mines



US Rarity: 5

Developer	Color Dreams
Publisher	Color Dreams
Release date	1989
Genre	Puzzle
Players	1-2 Player(s) alternating

- Similar to the NES title Boulder Dash, Crystal Mines is a game where you control a robot who tries to mine all of the crystals out of the ground. The robot also contains energy balls, and you can use those to dig through various traps like rocks, mud, or even various enemies. Thankfully, there are several power-ups like invincibility and TNT to help on your way to getting all the crystals in order to advance to the next level. *"neoseeker.com"*



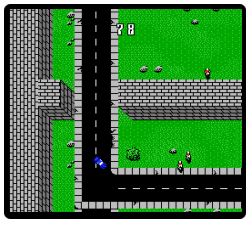
6.9

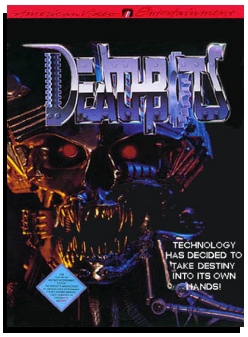
Death Race

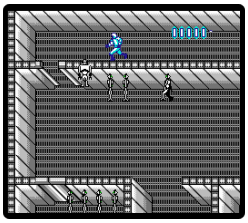
US Rarity: 7

Developer	American Game Cartridges
Publisher	American Game Cartridges
Release date	1990
Genre	Action
Players	1-2 Player(s) simultaneous

- The game is a remake of a 1976 video game of the same name.
- During the days of the Australian-based company Home Entertainment Suppliers, Death Race was only available to those who belonged to their "HES Game Club.
- The game is considered to be the "spiritual predecessor" of the Grand Theft Auto series

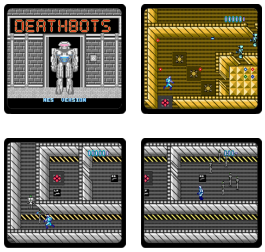






Deathbots

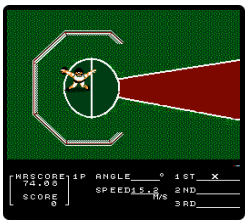
2.3



Developer	Odyssey Software
Publisher	American Video Entertainment
Release date	1990
Genre	Action
Players	1 Player(s)

- In Deathbots, the Mutech Corporation created a base on Alcatraz Island, where attempts to create superior computer intelligence has backfired, as the robots they've created has taken over the computer systems and is threatening the world. Deep in the fortress is an atomic bomb–like device called the Gamma Bomb, which one lone robot must destroy.
- The game is played from an overhead perspective.

US Rarity: 5



Decathlon

Developer	C&E
Publisher	C&E
Release date	1992
Genre	Sports
Players	1-2 Player(s) simultaneous

- The game offers two modes of play: "Single Game" and "Full Game".
- The decathlon events are: 100 metres, long jump, shot put, high jump, 400 metres, 110 metres hurdles, discus throw, pole vault, javelin throw, and 1500 metres.
- After choosing a mode of play, the player chooses a player character from a list of representatives from eight countries.

NTSC-U

Dizzy the Adventurer

6.2

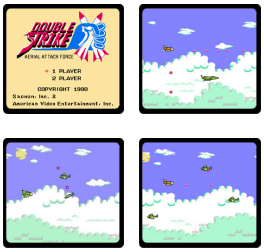
Developer	Codemasters
Publisher	Camerica
Release date	1993
Genre	Adventure
Players	1 Player(s)

- Dizzy Prince of the Yolkfolk is an adventure video game published in December 1991 by Codemasters for the Amiga, among others. It was the sixth game in the Dizzy adventure series. The game was enhanced and re-released with the illfated Aladdin Deck Enhancer under the title, Dizzy The Adventurer.

Aladdin Cart

US Rarity: 4

7.7

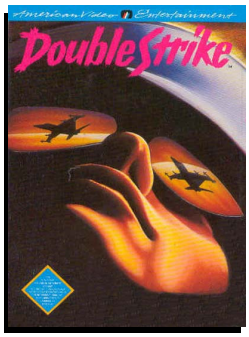


US Rarity: 5

Double Strike

Developer	Sachen
Publisher	American Video Entertainment (NA)/HES(AUS)
Release date	1990
Genre	Shooter
Players	1-2 Player(s) simultaneous

- In the game, the player must save a group of islands from terrorists.
- In contrast to its tough-sounding name, Double Strike is a pastel colored shooter with happy-sounding music and pink explosions.
- Double Strike was renamed as Twin Eagle in Australia.



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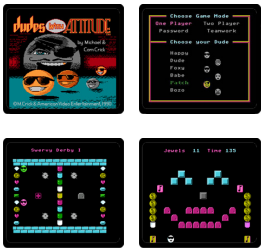
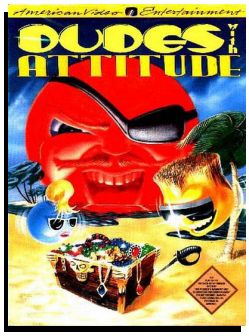


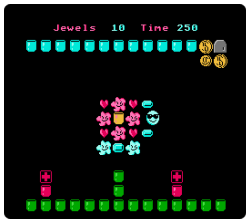
US Rarity: 3

Dudes with Attitude

Developer	American Video Entertainment
Publisher	American Video Entertainment
Release date	1990
Genre	Puzzle
Players	1-2 Player(s) alternating

- The player controls a face–like character called a “Dude” or “Dudette.” The object of the game is to collect all the treasures in every level without getting killed by obstacles or running out of time.
- The game plays very similarly to Diamonds.





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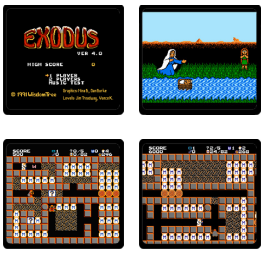
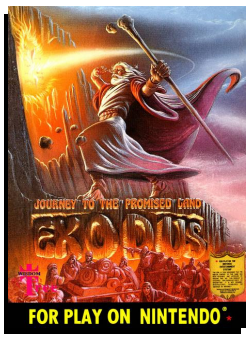


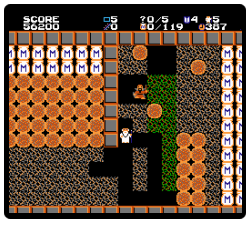
US Rarity: 5

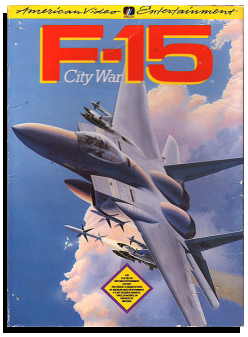
Exodus

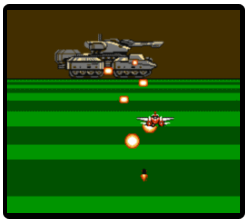
Developer	Color Dreams
Publisher	Wisdom Tree
Release date	1990
Genre	Puzzle
Players	1-2 Player(s) alternating

- According to the game’s instruction manual, the player controls the biblical figure Moses as he leads the Israelites to the promised land, meaning he goes through a labyrinth. Moses has the ability to shoot glowing “W”s, which signify the word of God, to defeat enemies and remove obstacles.
- Exodus, like many Wisdom Tree games, is a clone of another company’s game. In this case, a Boulder Dash clone.









F-15 City War

3.9

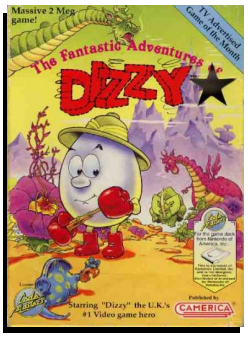
Developer Idea-tek
Publisher American Video Entertainment (NA)/HES (AU)
Release date 1990
Genre Shooter
Players 1 Player(s)

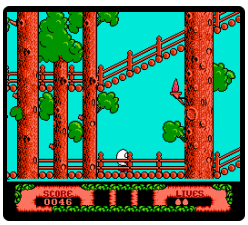
- In the game, the player must defend a city under siege by tanks, helicopters, enemy fighter jets, boats, and robots.
- According to David Sheff's Game Over, the title sold at least 60,000 copies.

PAL

NTSC-U

ESP Rarity: 9
US Rarity: 5





The Fantastic Adventures of Dizzy

4.2

Developer The Oliver twins
Publisher Camerica (NA)/Codemasters (EU)
Release date 1993
Genre Adventure
Players 1 Player(s)

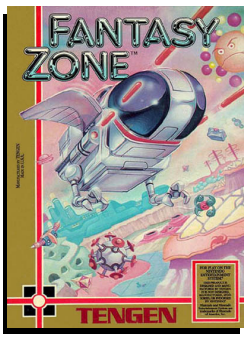
- The game is known as Fantastic Dizzy in Europe & Australia.
- The game was originally intended to be released in time for Christmas in 1990, but because of a legal action between Codemasters and Nintendo over the Game Genie the title was released in April 1991, making it miss the Christmas rush it was originally slated for. Furthermore only sold 125,000 units instead of the expected 500,000.

PAL

Aladdin Cart

NTSC-U

Aladdin Rarity: 4
US Rarity: 5

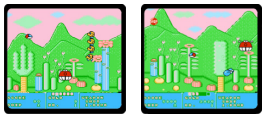


Fantasy Zone

5.4

Developer Pixel
Publisher Tengen
Release date 1989
Genre Shooter
Players 1 Player(s)

- Fantasy Zone was an surreal arcade game first released by Sega in 1986.
- There are actually two different versions for the Famicom/NES. The Famicom version is ported by Sunsoft, while the NES one is an unlicensed version by Tengen.
- In the Tengen version, the HUD is always changing colour because it doesn't have a constant palette assigned to it.



US Rarity: 5

8.5

PAL

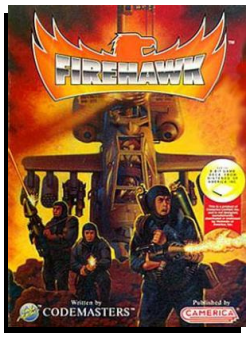
NTSC-U

PAL Rarity: 7
US Rarity: 4

Firehawk

Developer Codemasters (Oliver Twins)
Publisher Camerica
Release date 1989
Genre Action
Players 1 Player(s)

- The game has the player being commissioned by the President of the United States to stop the trafficking of drugs into the United States. The player flies an Apache helicopter to different places around the world and the player must destroy the drug traffickers' factories.
- It is very similar to Desert Strike and the rest of the "Strike" series.



2.1

Blue

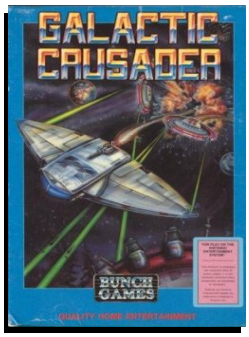
Black

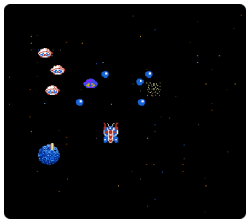
US Rarity: 6

Galactic Crusader

Developer Bunch Games
Publisher Bunch Games
Release date 1990
Genre Shooter
Players 1 Player(s)

- The game is a top-down perspective shooter, often compared to the popular space shooter Galaga. The player progresses through numerous stages, using missiles and lasers to shoot oncoming enemies. One notable difference from Galaga is Galactic Crusaders many bosses which the player confronts at the end of each level- often taking many hits to defeat.





5.0

Siamond Edition

Geminim Edition

2-in-1 Version

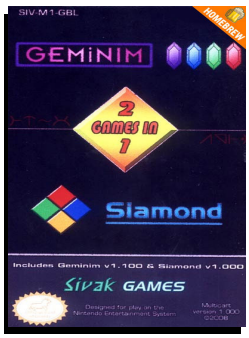
Siamond Rarity: 6
2-in-1 Rarity: 3

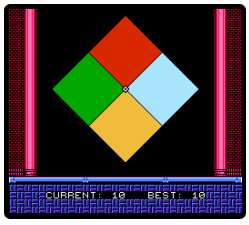
Geminim/Siamond

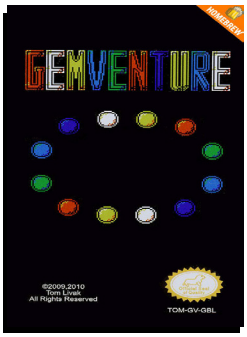
Developer Sivak Games
Publisher Retrozone
Release date 2008
Genre Puzzle
Players 1 Player(s)

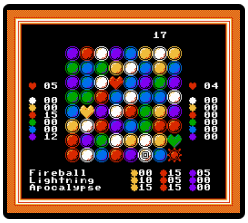
- The cart contains the first two games Sivak Games ever made for the NES called Geminim and Siamond.
- Geminim is based on the logic game of Nim.
- Siamond is based on the old Simon toys where a pattern of colors is played and you must repeat the pattern.

"nintendoage.com"









GemVenture

6.0

Developer	Tom Livak
Publisher	Retrozone
Release date	2010
Genre	Puzzle
Players	1 Player(s)

- Based on Puzzle Quest: Challenge of the Warlords, GemVenture is similar puzzle game developed for the NES by Tom Livak for the PDRoms Coding Competition in 2009.
- You fight against a series of monsters by swapping adjacent gems.
- GemVenture features 6 character classes, 18 spells, and 20 monsters, each with their own characteristics. *"nesguide.com"*

US Rarity: 4

Glider

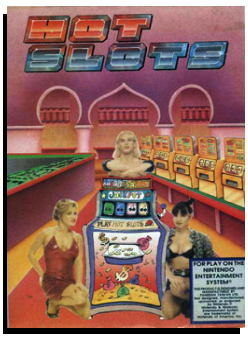
Developer	Brian Parker
Publisher	Retrozone
Release date	2008
Genre	Puzzle
Players	1 Player(s)

- The Glider cart is flashable which means you can replace the built in house with brand new ones. You can get a new set of rooms from the site www.retrousb.com and use a USB CopyNES to transfer the files.
- A special edition of the game was sold on eBay that, where the cart will glow while it's being played.

Special Edition

Red

Sp.Ed. Rarity: 8
Red Rarity: 4

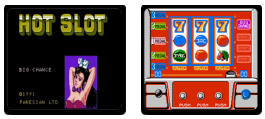


Hot Slots

0.8

Developer	Hacker International
Publisher	Panesian
Release date	1991
Genre	Casino
Players	1 Player(s)

- The game has the player choose three slot machines: Cutie Bunny, Juicy Fruits, or Las Vegas. Each machine has a distinct visual design and musical score.
- Hot Slots is an eroge, a video game that rewards game progress, persistence, or performance with images that are sexually explicit or suggestive.



US Rarity: 8

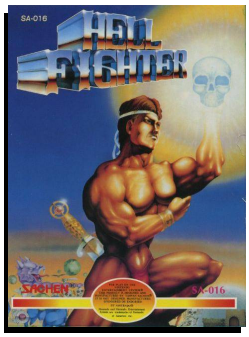
2.5

US Rarity: 7

Hell Fighter

Developer Thin Chen Enterprises
Publisher Sachen
Release date 1991
Genre Platformer
Players 1 Player(s)

- Satan have control of the humankind with the evil power of the Crystal Ball, and it is up to the Hell fighter to save the world.
- Hell Fighter is competent in terms of raw game mechanics, it controls well and occasionally it's technologically impressive. Though the level design and music is said to be uninspired.



1.5

SEI Version

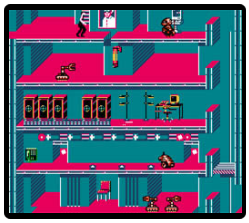
AVE Version

US Rarity: 6

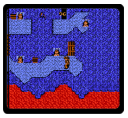
Impossible Mission II

Developer Novotrade
Publisher American Video Entertainment
Release date 1989
Genre Action-adventure
Players 1 Player(s)

- Impossible Mission II was originally a 1988 computer game developed by Novotrade and published by Epyx.
- According to Novotrade programmer László Szenttornyai, who coded the Spectrum version, the NES version of the game "almost wasn't released because of the strict situation between Epyx and Nintendo."



3.4

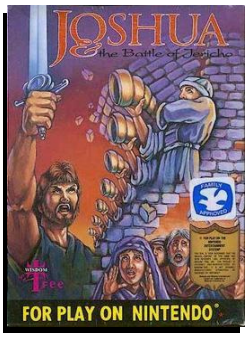


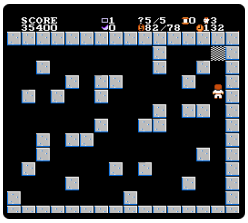
US Rarity: 3

Indiana Jones and the Temple of Doom

Developer Atari Games
Publisher Tengen
Release date 1988
Genre Action-adventure
Players 1 Player(s)

- The two versions of the game available, distributed by Tengen and Mindscape, had identical software. After a lawsuit, Tengen's unlicensed version was pulled from the shelves.
- The first version, distributed by Tengen, came in a black cartridge that was different from Nintendo's traditional grey colour format. By this point, however, Tengen had split from Nintendo and was producing unlicensed games.



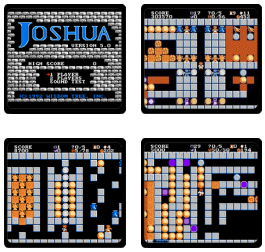


Joshua & the Battle of Jericho

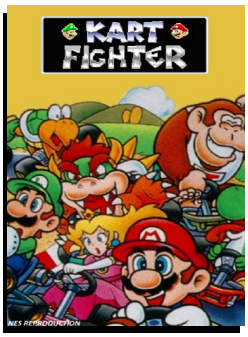
4.6

Developer Wisdom Tree
Publisher Wisdom Tree
Release date 1992
Genre Action
Players 1-2 Player(s) alternating

- The game is themed on the Battle of Jericho described in the Book of Joshua, in which the Israelites topple the defensive wall of the city of Jericho by encircling it and blowing their trumpets.
- In the game, Joshua is the player character.
- Wisdom Tree later ported the game to Game Boy, MS-DOS and Sega Genesis.



US Rarity: 6

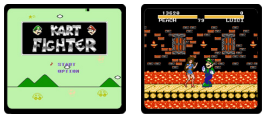


Kart Fighter

5.5

Developer Gouder/Hummer Team
Publisher Ge De Industry Co.
Release date 1993
Genre Fighting
Players 1 Player(s)

- The game features unauthorized appearances by Nintendo's mascot Mario and the rest of the cast of Super Mario Kart in a port of Street Fighter II.
- The same development team responsible for Kart Fighter also created other unauthorized Street Fighter II adaptations.
- Several years after its release, Kart Fighter received critical attention for its similarities to the Super Smash Bros. series.



Reproduction

Famicom

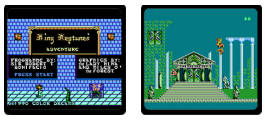
Repro. Rarity: 4

King Neptune's Adventure

0.8

Developer Color Dreams
Publisher Color Dreams
Release date 1990
Genre Adventure
Players 1 Player(s)

- You play as Neptune, as you venture though ships, oceans and Atlanti to find the orb and the eight lost treasures.
- There is a French translated version of the game.



Blue

Black

US Rarity: 8

3.9

Internation Version

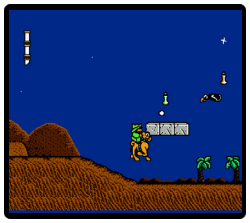
Camel Version

Intern. Rarity: 6
Camel Rarity: 7

King of Kings: The Early Years

Developer Wisdom Tree
Publisher Wisdom Tree
Release date 1991
Genre Platformer
Players 1 Player(s)

- Gameplay was split into three games, each illustrating a Bible story relating to the early years of Jesus. In all the games the health points are measured by scrolls, and more scrolls can be earned by answering trivia questions about the King James Version of the Bible.
- The player has the choice between two game difficulties and whether the Music is on or off.



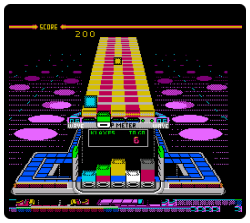
7.4

US Rarity: 5

Klax

Developer Atari Games
Publisher Tengen
Release date 1990
Genre Puzzle
Players 1 Player(s)

- Klax was originally an 1989 computer game designed by Dave Akers and Mark Stephen Pierce.
- After Atari Games released Klax, and soon called it a “major arcade hit”.They quickly released several home versions under the Tengen brand.
- Dave Akers created the NES version himself.



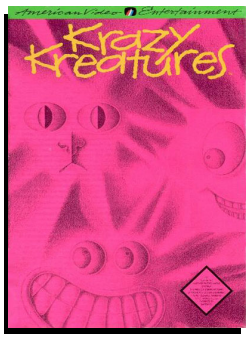
5.1

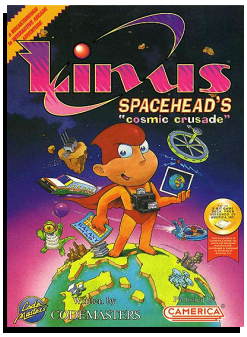
US Rarity: 5

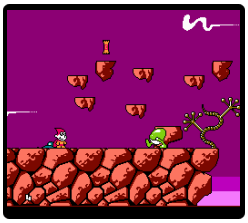
Krazy Kreatures

Developer Bitmasters
Publisher American Video Entertainment
Release date 1990
Genre Puzzle
Players 1-2 Player(s) simultaneous

- The player must clear various animals off the screen by arranging them into rows of three or more before the time runs out.
- There are 32 Levels in the game. You can choose to start at any of the first 12 Levels.







Linus Spacehead's Cosmic Crusade

6.4

Developer	Codemasters
Publisher	Camerica
Release date	1991
Genre	Platformer
Players	1 Player(s)

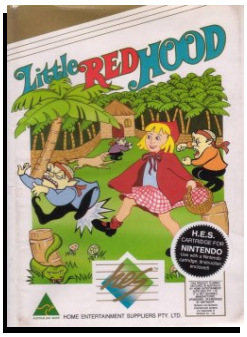
- The game is the sequel to Linus Spacehead, which was released exclusively as part of the compilation Quattro Adventure. Linus Spacehead's Cosmic Crusade was released both as a stand-alone cartridge and as one of seven games for the Aladdin Deck Enhancer.
- In Europe, a later/updated version of the game was released as Cosmic Spacehead.

Aladdin

UKV

Gold

UKV Rarity: 8
Gold Rarity: 5



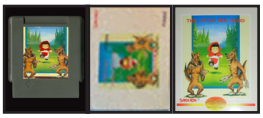
Little Red Hood

2.3

Developer	Taiwanese original
Publisher	HES
Release date	1989
Genre	Platformer
Players	1-2 Player(s) alternating

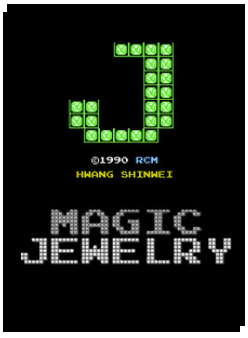
- Sachen included the game in multicart releases. Home Entertainment Suppliers sold the game in Australia and used a cover of a blond Red Riding Hood kicking creatures instead of the cover of the East Asian Red Riding Hood and two wolves.
- It is often regarded as a considerably rare title, going for several hundred dollars on Internet auction sites.

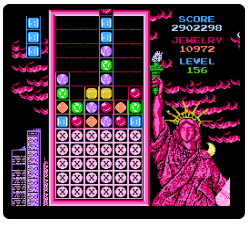
World



AUS

World Rarity: 7
AUS Rarity: 4





Magic Jewelry

6.3

Developer	Hwang Shinwei
Publisher	RCM Group
Release date	1990
Genre	Puzzle
Players	1 Player(s)

- The point of this game is to match a line of three or more gems, using columns of three pieces falling into the playing field, similar in mechanics to the Sega game Columns.
- Its background design is strongly inspired by New York City and has a depiction of the Statue of Liberty appearing on the right side of the screen.
- It is common on pirate multi-game Famicom cartridges.

Reproduction

Famicom

Repro. Rarity: 4

Master Chu and the Drunkard Hu

4.7

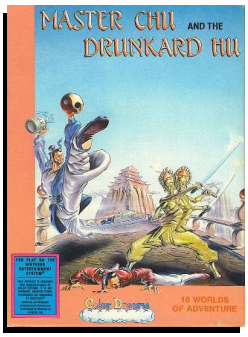
World

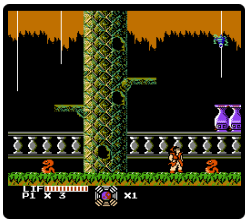
NTSC-U

World Rarity: 7
US Rarity: 6

Developer	Joy Van
Publisher	Color Dreams
Release date	1989
Genre	Platformer
Players	1-2 Player(s) simultaneous

- This game was not officially licensed by Nintendo and was manufactured using either non-standard light blue or black cartridges, typical to all games published by Color Dreams.
- The player plays as Master Chu. The god Shiva, from Hindu religion, has cursed the village where Chu resides. Chu's friend Master Hu has failed to stop Shiva and has resorted to drinking. Chu must set out to stop Shiva and his minions.



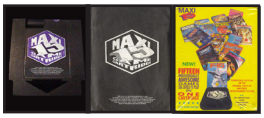


Maxi 15

7.0

AUS

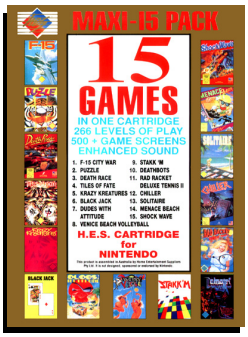
NTSC-U



AUS Rarity: 3
US Rarity: 7

Developer	Various
Publisher	American Video Entertainment
Release date	1992
Genre	Compilation
Players	1-2 Player(s) simultaneous/alternating

- Two versions of this multicart were released, with one using a different title screen and replacing Sachen's games with two others (Blackjack and Deathrace) because AVE's contract with Sachen did not allow them to include their games on multicarts. Both versions were released in America and Australia, but the first version is more common in America and the second is more common in Australia. The Maxivision was originally going to have 30 games.



Menace Beach

2.0

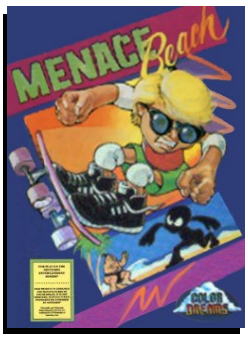
Blue

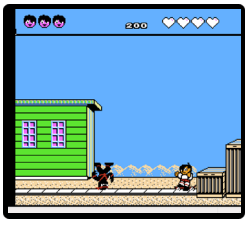
Black

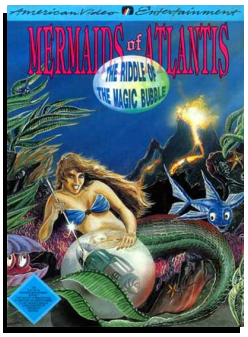
US Rarity: 8

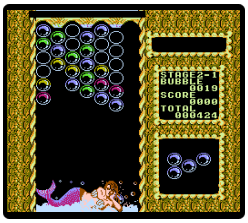
Developer	Color Dreams
Publisher	Color Dreams
Release date	1990
Genre	Platformer
Players	1 Player(s)

- According to the game's instruction manual, the player controls a skateboarding hero whose girlfriend, Bunny, has been kidnapped by Demon Dan. An introduction screen shows a shackled Bunny pleading for the player's help.
- In the game, the hero must use his skateboard and any objects he finds, such as balloons, frogs, bombs and bottles, to enemies before finally confronting the villainous Demon Dan.









Mermaids of Atlantis

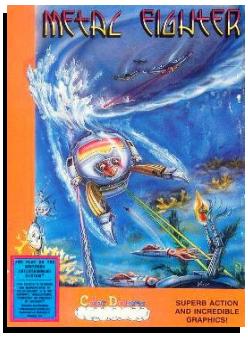
6.5

Developer	C&E INC.
Publisher	American Video Entertainment
Release date	1991
Genre	Puzzle
Players	1-2 Player(s) simultaneous

- Mermaids of Atlantis: A Riddle of a Magic Bubble is an unlicensed NES title, and is actually a censored version of an earlier unlicensed title, Bubble Bath Babes.
- Clusters of multi colored bubbles travel up the screen and the player has to try to get groups of four or more of the same color to clear those bubbles and score points.

"giantbomb.com"

US Rarity: 6



Metal Fighter

6.0

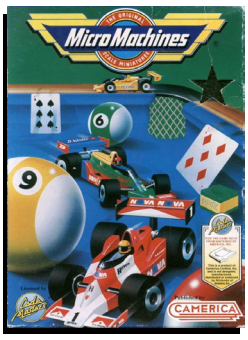
Developer	Joy Van
Publisher	Color Dreams
Release date	1989
Genre	Shoot 'em up
Players	1 Player(s)

- Player control a robot MCS-920 in an attempt to free planet H17 from alien invaders. He can improve his weapons and speed by shooting certain enemies and collecting the power ups. Special Power-up enable flight.

Sachen

Color Dreams

Sachen Rarity: 7
C.D. Rarity: 6



Micro Machines

7.8

Developer	Codemasters
Publisher	Camerica
Release date	1991
Genre	Racing
Players	1-2 Player(s) simultaneous

- The game is based on the popular line of miniature model vehicles.
- Micro Machines is a top down racer that was released on a gold cartridge.
- Unlike most racers found on the NES, Micro Machines features a fairly wide variety of vehicle types and unique tracks.

Aladdin

UKV

NTSC-U

Aladdin Rarity: 4
US Rarity: 6

7.2

UKV

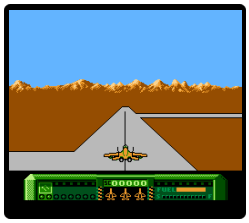
NTSC-U

UKV Rarity: 6
US Rarity: 4

MiG-29: Soviet Fighter

Developer Codemasters
Publisher Camerica
Release date 1989
Genre Shoot ‘em up
Players 1-2 Player(s) alternating

- The original version of the game was written for the ZX Spectrum by Richard Chaney while he was a pupil at Wolfreton School, Hull, UK. Updated graphics and sound were later added by Codemasters.
- MiG-29 cartridges have a small switch in the back to make the game compatible with U.S. and European systems.



4.0

US Rarity: 6

Mission Cobra

Developer Sachen
Publisher Bunch Games
Release date 1990
Genre Action
Players 1-2 Player(s) simultaneous

- As commander of a fast and powerful helicopter, you must fight your way through waves of enemy aircraft and destroy their commander.
- Your life consists of an “Exx” counter. You begin with 66 and this is not only health but also fuel. This will be drained constantly when flying and a large amount will be lost if hit by enemy fire.

3.0

Blue

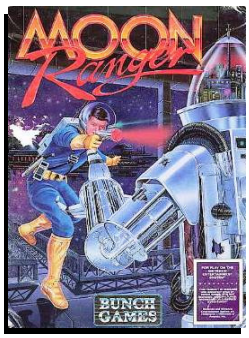
Black

US Rarity: 7

Moon Ranger

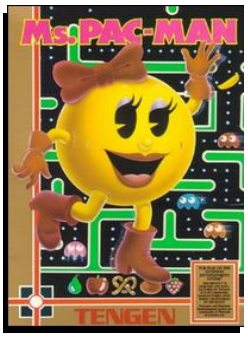
Developer Odyssey Software
Publisher Bunch Games
Release date 1990
Genre Action
Players 1 Player(s)

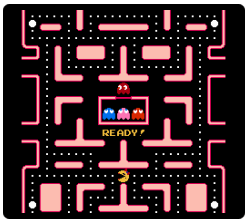
- An alien species has set up a dormant spacecraft on the Moon to mine the solar system’s resources. As a side note, this will also destroy the Earth.
- The player must fly through outer space, destroying meteors and aliens along the way. Then, he must make a perfect landing and enter an alien base.

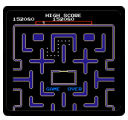


Ms. Pac-Man

7.4





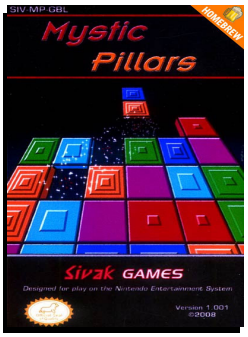


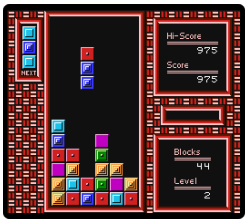
Developer	Graffiti
Publisher	Tengen
Release date	1990
Genre	Maze
Players	1-2 Player(s) simultaneous

- The NES versions, by Tengen, took a few liberties. They featured four different sets of mazes: the original arcade mazes, bigger mazes, smaller mazes, and “strange” mazes.
- Namco ported Ms. Pac-Man to the NES in 1993. Unlike the Tengen version, it was a straight port of the arcade game without any added features, except for 4 extra mazes.

US Rarity: 5

Mystic Pillars





Limited Edition

Red

Developer	Sivak Games
Publisher	Retrozone
Release date	2008
Genre	Puzzle
Players	1 Player(s)

- This game is a clone of the game Columns. It is the third game done by Sivak Games.
- Features include 5 selectable tilesets, 3 music tracks, and 8 selectable backgrounds.
- The release was set back due to a shortage of ciclones to make the actual carts at the time.

Lim.Ed. Rarity: 5
Red Rarity: 4

Nage Hunt

Concept art

Developer	James Todd
Publisher	Retrozone
Release date	2009
Genre	Shooter
Players	1 Player(s)

- A scavenger hunt was held within the NintendoAge community in February 2009. The grand prize was an gold cart with a mini game developed by James Todd (Zzap).
- Artwork for the label was designed by Ray Frisbee (TheFrisbee), in game artwork by Mr. Gimmick.

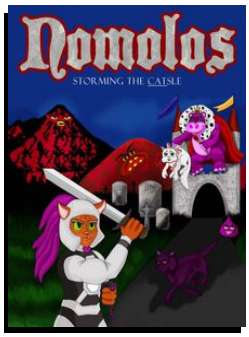
US Rarity: 10

Nomolos: Storming the Castle

US Rarity: 8

Developer Gradual Games
Publisher Retrozone
Release date 2012
Genre Platformer
Players 1 Player(s)

- The player has to guide Nomolos through 12 action packed levels and defeat 4 of Boulder's most fearsome henchmen before finally confronting the evil Hippo in her lair, the Catsle.
- The game has an all-baroque soundtrack with music by Domenico Scarlatti, Johann Sebastian Bach, Jean-Phillipe Rameau, Francois Couperin, and Antonio Francisco Javier Jose Soler Ramos. *"retrousb.com"*



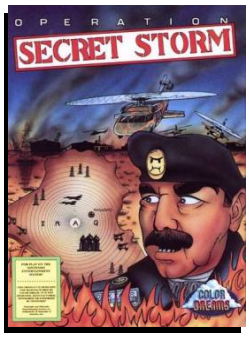
1.5

Operation Secret Storm

US Rarity: 7

Developer Color Dreams
Publisher Color Dreams
Release date 1991
Genre Action
Players 1 Player(s)

- Operation Secret Storm is an action-oriented NES game where you control a secret agent named George B. as he fights the Iraqi army. The player fights a lot of Arabs as he gets deeper and deeper into Iraq.
- During the development of the game, Operation Desert Storm was a hot topic on the news and the developers rushed the game to release it before the conflict could end.



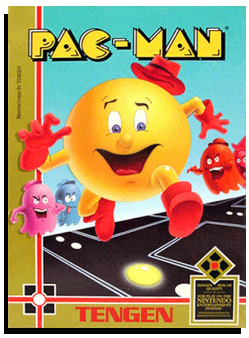
7.2

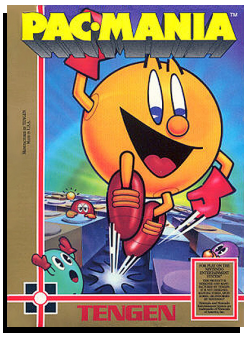
Pac-Man

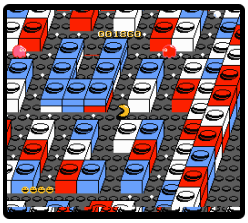
US Rarity: 5

Developer Namco Ltd.
Publisher Tengen
Release date 1988
Genre Maze
Players 1-2 Player(s) alternating

- The Tengen version of Pac-Man is a faithfully recreated remake of the 1980 arcade classic of the same name.
- This particular NES version was partially caught up in a feud between Namco and Nintendo about the company's licensing fee structure.







Pac-Mania

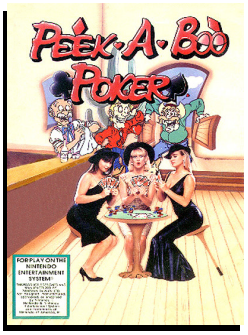
7.0

Developer Westwood Associates
Publisher Tengen
Release date 1990
Genre Maze
Players 1 Player(s)

- The game was the last true Pac-Man arcade game.
- This particular iteration of the Pac Man canon makes a few notable changes. The two most prominent features of Pac Mania are that the playing field is now rendered in an isometric, pseudo-3d point of view, and the fact that Pac Man can now jump.

"voices.yahoo.com"

US Rarity: 5



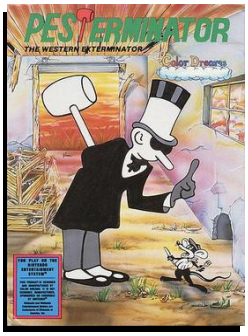
Peek-A-Boo Poker

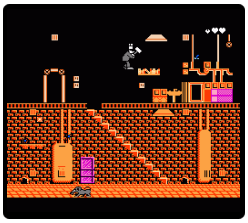
4.0

Developer Hacker International
Publisher Panesian
Release date 1991
Genre Card
Players 1 Player(s)

- One of the earliest pornographic video games, it went out of mainstream distribution as the industry matured and the "user base broadened".The distribution was also limited as major national chains would not carry the items for sale.
- The gameplay consists of a simple strip poker simulator in which the player can see a different reward screen, consisting of an erotic image of a woman, for every $1000 they collect.

US Rarity: 8





Pesterminator: The Western Exterminator

2.5

Developer Color Dreams
Publisher Color Dreams
Release date 1990
Genre Platformer
Players 1 Player(s)

- The game was developed in cooperation with the Western Exterminator Company (a privately owned pest control company headquartered in Anaheim, California). As Kernel Kleanup, the mascot of the Western Exterminator Company, the player attempts to thwart Ronnie the Super Rat, an anthropomorphic rat who is attempting to dominate Earth.

Blue

Black

US Rarity: 7

4.0

Blue

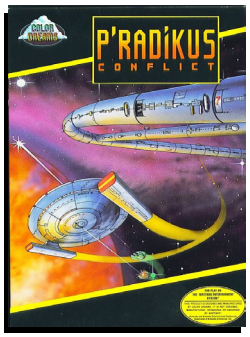
Black

US Rarity: 7

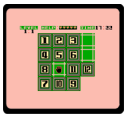
The P'Radikus Conflict

Developer Color Dreams
Publisher Color Dreams
Release date 1990
Genre Shoot 'em up
Players 1 Player(s)

• The player, a hero of the Lextorian race, pilots a combat spacecraft on seven space missions. On the missions, the player must destroy P'Radikan ships and military bases, and collect military intelligence and powerful weapons. Blasting ships and bases earns the player credits exchangeable for upgrades to weapons and defenses. Periodically, the player must also approach planets to replenish munitions and fuel.



1.0



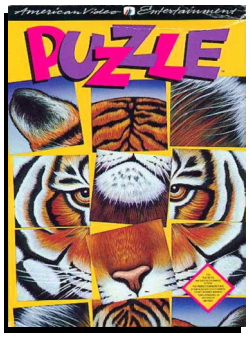
US Rarity: 4

Puzzle

Developer Idea-tek
Publisher American Video Entertainment
Release date 1990
Genre Puzzle
Players 1 Player(s)

• The game consists of 10 different 4–by–4 sliding puzzles in which the player must solve in a limited amount of time.

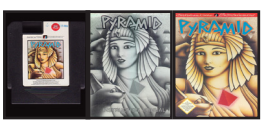
Players can receive limited help if they are stuck at any point during a puzzle.



3.2

AUS

NTSC-U



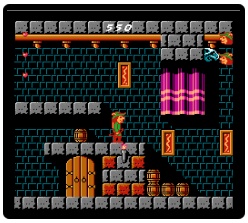
AUS Rarity: 6
US Rarity: 4

Pyramid

Developer Sachen
Publisher American Video Entertainment
Release date 1990
Genre Puzzle
Players 1 Player(s)

• The game is similar to Tetris, except that the blocks are triangle–shaped instead of square.

• Pyramid is considered a rare title for the NES. It is likely a significant challenge to find this game for sale.



Quattro Adventure

2.5

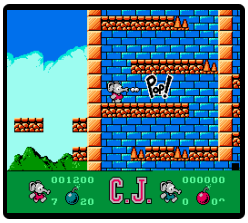
Developer	Codemasters
Publisher	Camerica
Release date	1993
Genre	Compilation
Players	1 Player(s)

- Quattro Adventure is a collection of 4 platform action games.
- It contains the following games:
  Boomerang Kid, Super Robin Hood, Treasure Island Dizzy and Linus Spacehead.

UKV

NTSC-U

UKV Rarity: 7
US Rarity: 3

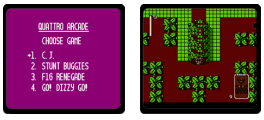


Quattro Arcade

8.0

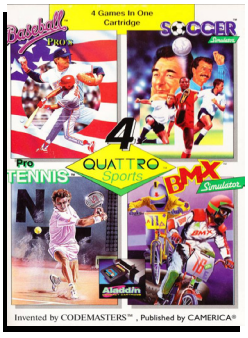
Developer	Codemasters
Publisher	Camerica
Release date	1992
Genre	Compilation
Players	1-2 Player(s) simultaneous/alternating

- Quattro Arcade is a collection of 4 platform action games.
- It is made up of CJ's Elephant Antics, Stunt Buggies, F16 Renegade, and Go! Dizzy Go! (part of the Dizzy series).



NTSC-U

US Rarity: 3

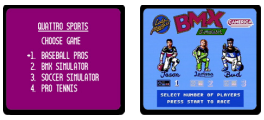


Quattro Sports

5.2

Developer	Codemasters
Publisher	Camerica
Release date	1990
Genre	Compilation
Players	1-2 Player(s) simultaneous

- Quattro Sports features four sports games, Tennis Simulator, BMX Simulator, Soccer Simulator, and Pro Baseball.
- The PAL version was called Super Sports Challenge.



Aladdin

Gold

Aladdin Rarity: 4
Gold Rarity: 3

RacerMate Challenge II

Developer Mahou
Publisher RacerMate
Release date 1996
Genre Simulator
Players 1 Player(s)

- Racermate Challenge II was a specially-ordered game from Computrainer, it was used to help increase bikers' performance for marathons and races.
- It came in an oversized Computrainer shipping box and typically included a top loader NES, multiple manuals (all different), Racermate Challenge II cart, and several accessories in which you used to hook your bike up to the NES.

Tengen Cart

RacerMate Cart

US Rarity: 9

4.3

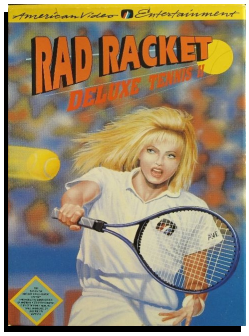
Rad Racket: Deluxe Tennis II

Developer Idea-tek
Publisher American Video Entertainment
Release date 1991
Genre Sports
Players 1-2 Player(s) simultaneous

- Six of the best international players have gathered to compete for a fortune in cash, plus the prestige that comes with winning the RAD RACKET trophy.
- On the Maxi 15 compilation game, Rad Racket Deluxe Tennis II was one of the games.

NTSC-U

US Rarity: 7



1.0

Raid 2020

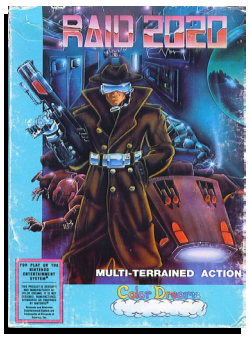
Developer Color Dreams
Publisher Color Dreams
Release date 1989
Genre Run and gun
Players 1 Player(s)

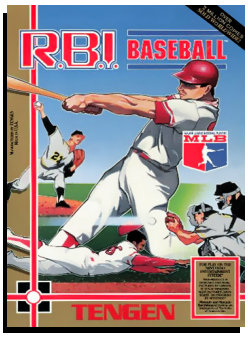
- The object is to defeat all the drug dealers, defeat the drug lord Pit Bull, and eradicate drugs from the streets of America. As agent Shadow, the player faces a dystopian future world where moral collapse is inevitable. He is described as representing the last uncorrupted vestiges of law enforcement.

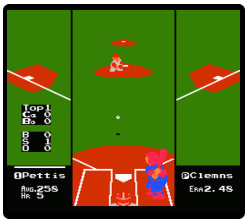
Blue

Black

US Rarity: 4







R.B.I. Baseball

7.7

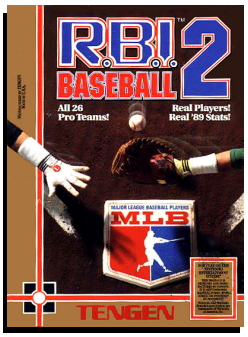
Developer Namco
Publisher Tengen
Release date 1988
Genre Sports
Players 1-2 Player(s) simultaneous

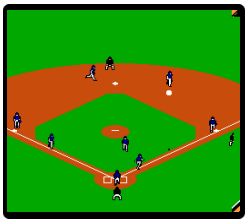
- Tengen's controlling company, Namco, developed and released Family Stadium for the Famicom. The game was a success and spawned numerous sequels across a variety of platforms in Japan. Atari Games, the American arcade division and Tengen's parent company, released a Nintendo Vs. Series version of Family Stadium named Vs. RBI Baseball in 1987. It was also successful, so its programmer, Peter Lipson, developed a console version for the NES.

AUS

NTSC-U

AUS Rarity: 4
US Rarity: 2





R.B.I. Baseball 2

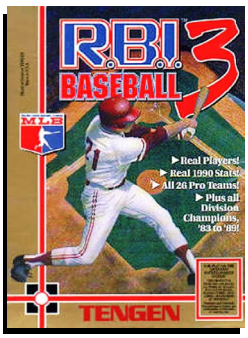
7.0

Developer Tengen
Publisher Tengen
Release date 1990
Genre Sports
Players 1-2 Player(s) simultaneous

- In the game, the player get all 26 pro teams, each with a roster of 24 real players. Every player comes with his actual 1989 stats.
- One notable upgrade is the addition of a password feature, allowing a player to return to a particular place in their season play.

NTSC-U

US Rarity: 3

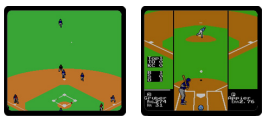


R.B.I. Baseball 3

7.0

Developer Tengen
Publisher Tengen
Release date 1991
Genre Sports
Players 1-2 Player(s) simultaneous

- The game has actual 1990 stats for each player and for Division Champions from '83 to '89.
- The game was licensed by the Major League Baseball Players' Association; thus, real Major League players and statistics are included, but the teams themselves are represented only by their home cities.



NTSC-U

US Rarity: 5

3.0

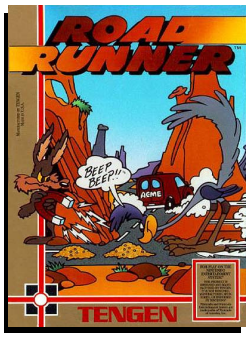
NTSC-U

US Rarity: 4

Road Runner

Developer Beam Software
Publisher Tengen
Release date 1989
Genre Platformer
Players 1 Player(s)

• The player controls Road Runner, who is chased by Wile E. Coyote. In order to escape, Road Runner runs endlessly to the left. While avoiding the coyote, the player must pick up bird seeds on the street, avoid obstacles like cars, and get through mazes. Sometimes Wile E. Coyote will just run after the Road Runner, but he occasionally uses tools like rockets, roller skates, and pogo-sticks.



1.5

NTSC-U

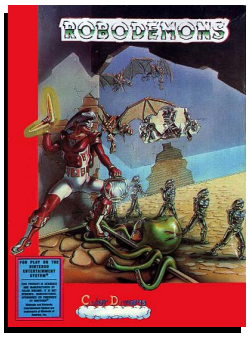
US Rarity: 7

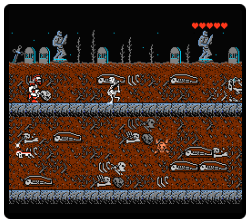
Robodemons

Developer Color Dreams
Publisher Color Dreams
Release date 1990
Genre Action
Players 1 Player(s)

• According to the game's instruction manual, the player controls a boomerang-wielding hero whose mission is to destroy the robotic demon army of the evil king Kull.

• Unlike most Color Dreams games which featured heavy religious/Christian themes, Robodemons contains very Satanic and occult themes. It contains allusions/references to Limbo, Hell, Death, Hades & Satan.





4.0

NTSC-U

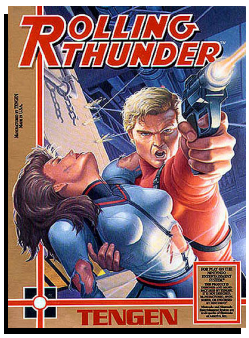
US Rarity: 4

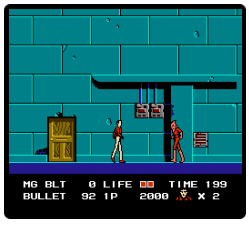
Rolling Thunder

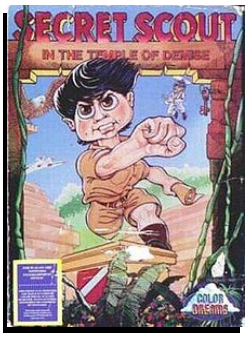
Developer Arc System Works
Publisher Tengen
Release date 1989
Genre Run and gun
Players 1 Player(s)

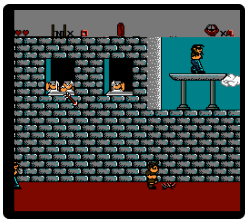
• Rolling Thunder was originally released as an coin-operated arcade game which ran on the Namco System 86 hardware.

• The Famicom/NES version features a few minor changes and additions from the arcade version, such as a password feature, hidden bonuses, and a harder second mission accessible by inputting a password given to the player for completing the normal mission.









Secret Scout in the Temple of Demise

1.9

Developer Color Dreams
Publisher Color Dreams
Release date 1991
Genre Platformer
Players 1 Player(s)

- The game's player character is a boy scout who fights his way through an incongruous assortment of hostiles to defeat Doctor Demise.
- This game was to feature Lee Majors' character from the Six Million Dollar Man. However, the license was dropped at the last moment when the developers found that getting legal permission to use the likeness would be expensive.

Blue

Black

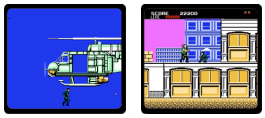
US Rarity: 7

Shinobi

4.5

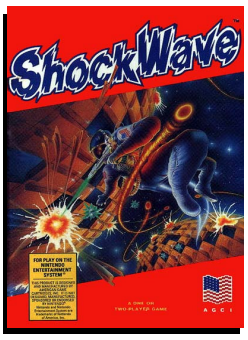
Developer Tengen
Publisher Tengen
Release date 1989
Genre Platformer
Players 1 Player(s)

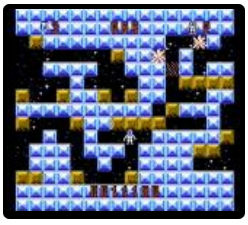
- The play mechanics are based on the Master System's version. However, Tengen removed all of the close-range weapons (the sword, the nunchaku, and the chain) and the grenades. Only the basic punches, kicks, throwing daggers, and pistol were kept. Unlike the Master System version, the player can only shoot one shuriken, dagger, or bullet on-screen at the same time, even after obtaining power-ups. However, the maximum stock of ninjutsu skills has been increased to five.



NTSC-U

US Rarity: 5





Shockwave

7.0

Developer American Game Cartridges
Publisher American Game Cartridges
Release date 1990
Genre Puzzle
Players 1 Player(s)

- The object of the game is to collect all of the crystals left behind by the extinct alien race, the Tarians.
- Shockwave was the last game officially released by American Game Cartridges, Inc. before the bankruptcy of the company, even though their last game, Wally Bear and the NO! Gang, was released by American Video Entertainment, which was a subsidiary of the computer chip manufacturer Macronix.

NTSC-U

US Rarity: 5

2.0

World

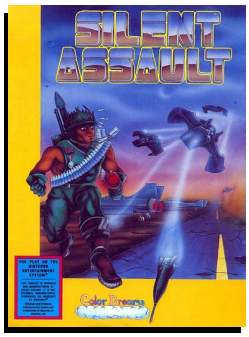
NTSC-U

World Rarity: 7
US Rarity: 6

Silent Assault

Developer Joy Van
Publisher Color Dreams
Release date 1990
Genre Platformer
Players 1 Player(s)

• An alien power has taken over earth, and you are the only one who is not affected by these aliens. You gather additional armament while you engage in enemy infantry. The games contains a total of eight levels. In Silent Assault, your amount of lives are represented by how many commandos you have. Your health in game is represented by small shields displayed on screen.



7.0

NTSC-U

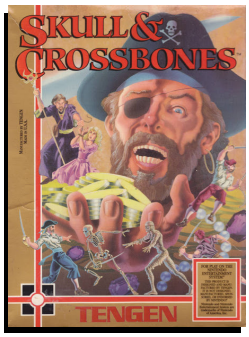
US Rarity: 5

Skull & Crossbones

Developer Tengen
Publisher Tengen
Release date 1990
Genre Action-adventure
Players 1-2 Player(s) simultaneous

• The game's player characters are One-Eye and Red Dog, pirates on a venture to find a wizard who stole their treasure.

• Skull & Crossbones has seven game levels. Once these levels are complete, the players go to the final level, the Wizard's Lair.



5.2

NTSC-U

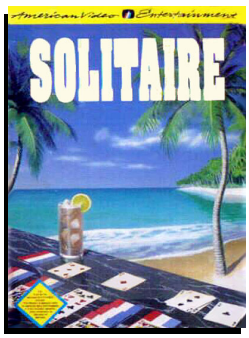
US Rarity: 6

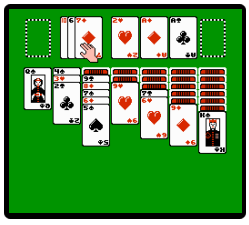
Solitaire

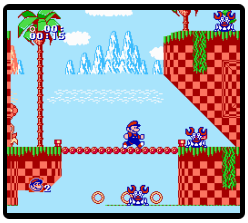
Developer Odyssey Software
Publisher American Video Entertainment
Release date 1992
Genre Card
Players 1 Player(s)

• The game is based on Microsoft Solitaire and the card game of the same name.

• Before the game starts you get to personalize the deck you are using, this includes picking a picture and color for the deck. Also at the menu screen you can decide to have sound or music and also play three card deal or one card deal.







Somari

8.0

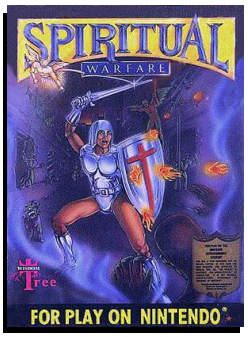
Developer	Hummer Team (Somari Team)
Publisher	Ge De Industry Co.
Release date	1994
Genre	Platformer
Players	1 Player(s)

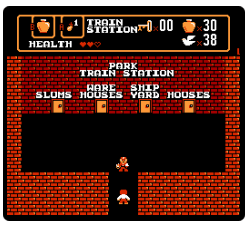
- Somari is an unlicensed port of Sega's flagship video game Sonic the Hedgehog, produced for the Famicom/NES and sold primarily around Asia, Russia, and other regions where pirate Famicom cartridges were distributed.
- The game features a character named "Somari" - Nintendo's mascot Mario wearing Miles "Tails" Prower's shoes. The character's name is a portmanteau of "SOnic" and "MARIo".

Reproduction

Famicom

Repro. Rarity: 4





Spiritual Warfare

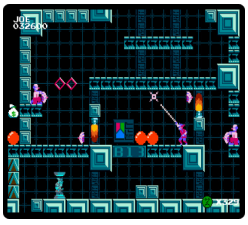
6.6

Developer	Wisdom Tree
Publisher	Wisdom Tree
Release date	1992
Genre	Role playing
Players	1 Player(s)

- The game is an Legend of Zelda clone in which the player guides a character known only as Christian through the world, converting non-believers, fighting demons, and ultimately going up against the Devil himself.
- The soundtrack in the game consists of an instrumental version of the hymn "What a Friend We Have In Jesus" being continuously looped in the background. *"giantbomb.com"*

NTSC-U

US Rarity: 6



Streemerz

Developer	Faux Game Co.
Publisher	Faux Game Co.
Release date	2012
Genre	Platformer
Players	1 Player(s)

- In 2010, a group of indie developers set out to remake every game featured in Action 52. One of the most successful efforts was Arthur Lee's Streemerz.
- Taking inspiration from the old arcade and NES classic Bionic Commando, Streemerz started life as a mock-NES game on Flash and the video game development tool, Multimedia Fusion.

Action 53 Version

Grey Cart

US Rarity: x

7.2

NTSC-U

US Rarity: 6

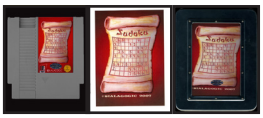
Stunt Kids

Developer Codemasters
Publisher Camerica
Release date 1992
Genre Racing
Players 1-2 Player(s) simultaneous

- Stunt Kids is an unlicensed head-to-head dirt bike racing game featuring a pair of helmeted, yet clearly wide-eyed children.
- Two players can compete head to head, or a computer can control the second player, as the kids race dirt bikes through increasingly difficult obstacle courses whilst collecting power-ups.

"mobygames.com"

Grey



Gold

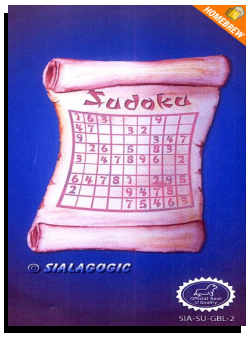
2007 Edition

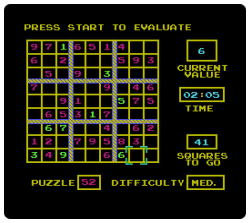
Gold Rarity: 10
2007 Ed. Rarity: 5

Sudoku

Developer Al Bailey
Publisher Retrozone
Release date 2007
Genre Puzzle
Players 1 Player(s)

- Sudoku is an NES version of the classic Sudoku logic puzzle.
- Only 100 copies of Soduku were made (90 gray & 10 gold) and they were sold at collector's shows in 2007.





3.0

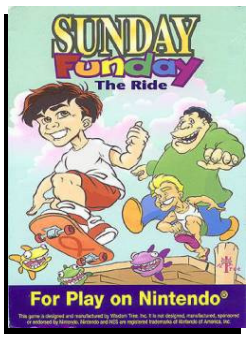
NTSC-U

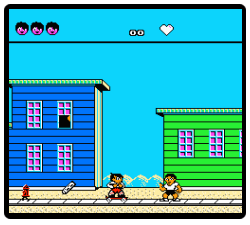
US Rarity: 7

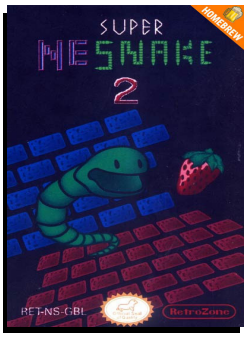
Sunday Funday

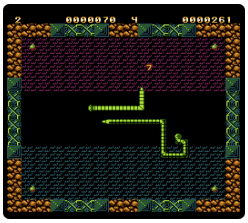
Developer Color Dreams
Publisher Wisdom Tree
Release date 1995
Genre Platformer
Players 1 Player(s)

- Sunday Funday is a redesign of Menace Beach.
- The hero carries a Bible in Sunday Funday, but not in Menace Beach. The hero's girlfriend from Menace Beach is replaced by a fully clothed Sunday school teacher.
- The game was also released in Asian territories as Miss Peach World, and replaces the player character with a female one and includes pornographic images between levels.









Super NeSnake 2

Developer MatrixZ
Publisher RetroZone
Release date 2008
Genre Maze
Players 1-2 Player(s) alternating

- This homebrew first appeared as an entry by Matrixz in the 2004 Minigame Competition.
- The player controls a snake which is always moving. You may turn the snake with the D-pad. The objective of each level is to collect flashing numbers, 1 through 9. Doing so completes the level. Every number collected will increase the size of the snake.

Special Edition

Green

Special Rarity: 8
Green Rarity: 4

Super Sprint

5.0

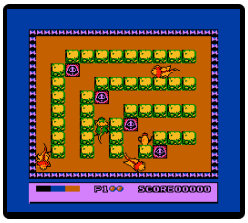
Developer Tengen
Publisher Tengen
Release date 1989
Genre Racing
Players 1-2 Player(s) simultaneous

- The game is a successor to Gran Trak 10 and the Sprint series, which were black-and-white games with very primitive graphics from the 1970s.
- The NES port of Super Sprint is arguably better than its arcade counterpart; the controls are tight in the NES version while in the arcade version, steering the car can be a pain since you slip and slide all over the place. *"vgmpf.com"*

AUS

NTSC-U

AUS Rarity: 6
US Rarity: 2

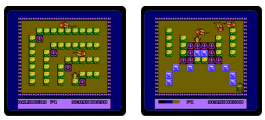


Tagin' Dragon

2.0

Developer Sachen
Publisher Bunch Games
Release date 1990
Genre Maze
Players 1-2 Player(s) simultaneous

- In the game, the player controls a European dragon, and attempts to bite the tails off other European dragons. The longer a dragon's tail, the more bites required to defeat it.
- The game features 20 unique mazes.
- The game was originally called Colorful Dragon



NTSC-U

US Rarity: 7

8.3

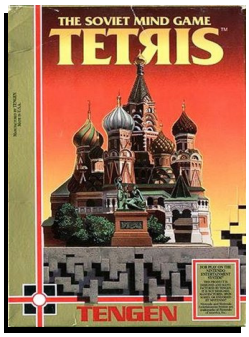
NTSC-U

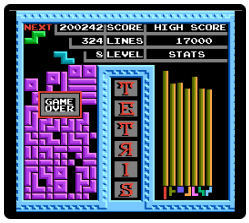
US Rarity: 5

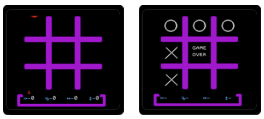
Tetяis

Developer	Atari Games
Publisher	Tengen
Release date	1989
Genre	Puzzle
Players	1-2 Player(s) simultaneous

• Atari ported and released the unlicensed NES version under its Tengen brand. However, there were issues with the title's publishing rights. After much legal wrangling, Nintendo itself ended up with the rights to publish console versions of Tetris, leaving Atari with only the rights to arcade versions. As a result, the Tengen game was only on the shelf for four weeks before Atari was legally required to recall the game and destroy any remaining inventory of its NES version.







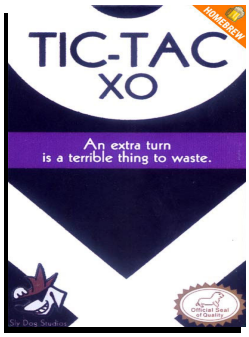
US Rarity: 6

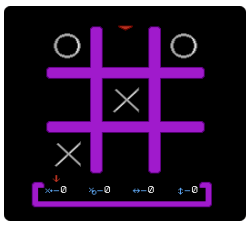
Tic-Tac XO

Developer	Sly Dog Studio
Publisher	Retrozone
Release date	2008
Genre	Board
Players	1 Player(s)

• Sly Dog Studios debuts on the NES with Tic-Tac XO.

• Not being a regular game of tic-tac-toe, you can gain power-ups to up your game and demolish the computer. Power-ups include the ability to take an extra turn, change one of the computer's tiles, clear a row, and clear a column.





5.3

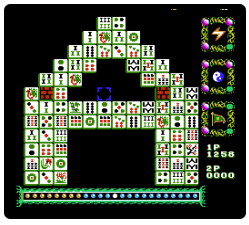
US Rarity: 4

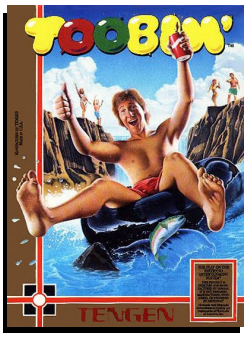
Tiles of Fate

Developer	Computer & Entertainment
Publisher	American Video Entertainment
Release date	1990
Genre	Puzzle
Players	1-2 Player(s) alternating

• The player must restore order in Ancient China by matching similar tiles used by Ancient Kings.

• Similar to the game Mahjong, the player must clear tiles from the screen by matching them side–by–side in pairs



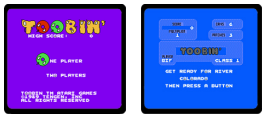


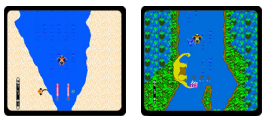
Toobin'

5.5

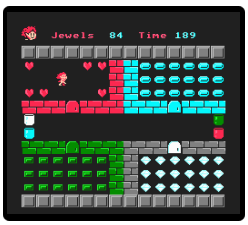
Developer	Tengen
Publisher	Tengen
Release date	1989
Genre	Racing
Players	1-2 Player(s) simultaneous

- Toobin' is an Atari Games video game originally released as an arcade game in 1988 and is based on the recreational sport tubing.
- In the game, you play as the main characters Bif or Jet, guiding them through many winding rivers on an innertube.
- The game has three different classes, each with five rivers, for a total of 15.





US Rarity: 5

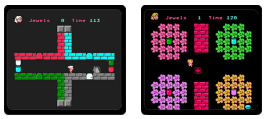


Trolls on Treasure Island

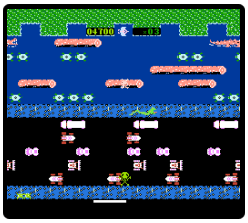
2.0

Developer	American Video Entertainment
Publisher	American Video Entertainment
Release date	1994
Genre	Puzzle
Players	1-2 Player(s) alternating

- The game is exactly the same as Dudes with Attitude. Although the puzzles are slightly different, the main structure is in place. This includes a penchant for black backgrounds and controlling a character appearance in order to gain access to specific treasure.
- The game have 33 stages.



US Rarity: 7



Ultimate Frogger Champion

Developer	KHAN Games
Publisher	RetroZone
Release date	2009
Genre	Platformer
Players	1-2 Player(s) alternating

- Ultimate Frogger Champion is Kevin Hanley's ambitious project bringing Frogger to the NES.
- The player has to dodge cars, pick up a lady frog, avoid the water, and try to get your frog home. In addition, Ultimate Frogger Champion includes a new two-player mode entitled battlefrogs.

Lady Frog Edition

Green

Green Rarity: 4
LF Ed Rarity: 10

Ultimate League Soccer

6.0

US Rarity: 7

Developer	Computer & Entertainment
Publisher	American Video Entertainment
Release date	1991
Genre	Sports
Players	1-2 Player(s) simultaneous

- Apart from the United States and Taiwan, it was also published in Australia by Home Entertainment Suppliers and in Brazil by Milmar, under the name “Futebol”. A version with pornographic content added was published in Japan by Hacker International.

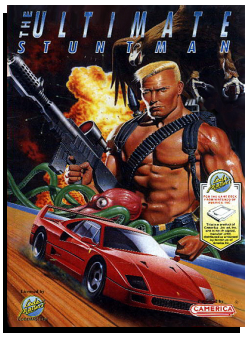
The Ultimate Stuntman

6.6

US Rarity: 3

Developer	Codemasters
Publisher	Camerica
Release date	1990
Genre	Action
Players	1 Player(s)

- The player is Ultimate Stuntman, a rogue mercenary who is called into duty when Jenny Aykroyd is suddenly kidnapped by Dr. Evil.
- Following in the footsteps of side scrolling action games such as the Contra and Mega Man series, The Ultimate Stuntman gives the player access to a variety of levels with different concepts.

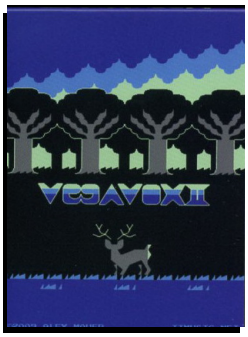


Vegavox

US Rarity: 6

Developer	Alex Mauer/ No Carrier
Publisher	Alex Mauer
Release date	2008
Genre	Music
Players	1 Player(s)

- The first NES album ever released on a cartridge. No Carrier designed and programmed it for chip musician Alex Mauer.
- The cart consist of seven different songs; Vegavox, Out of the Blue, Why can`t i land this Bird, Starland Story, Mathcat, Hecubus and Saraphim Vs. Cherub

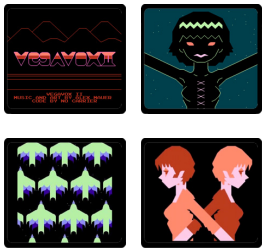


Vegavox II

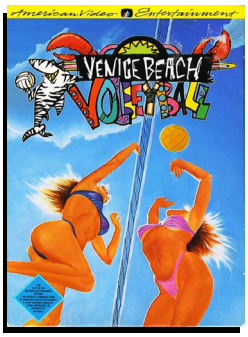
Developer Alex Mauer/ No Carrier
Publisher Alex Mauer
Release date 2009
Genre Music
Players 1 Player(s)

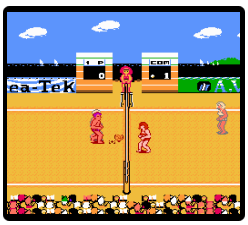
"Travel to a remote forest, up a neverending castle, or far into the depths of space and psyche, the choice is yours! It's only a D-Pad button press away."

• 50 first edition "Vegavox 2" were produced from 2009-2010. The second edition was limited to 30 copies, hand assembled and signed by Alex Mauer.



US Rarity: 6





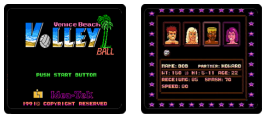
Venice Beach Volleyball

4.0

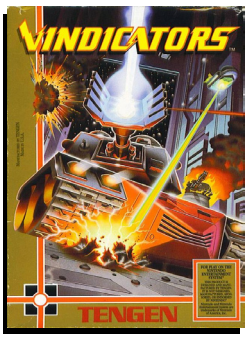
Developer Idea-Tek
Publisher American Video Entertainment
Release date 1991
Genre Sports
Players 1-2 Player(s) simultaneous

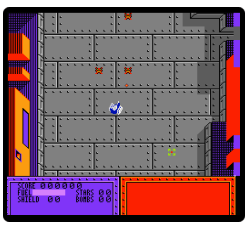
• The player is in the semifinals of the Venice Beach Open volleyball tournament, with two of the teams consisting of men and the other two consisting of women.

• On the options screen is the choice of Easy, Normal, or Hard, but the game's mechanics have a built-in learning curves. Even on Easy, hard-hit spikes are not easy to return.



US Rarity: 3



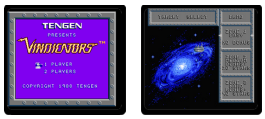


Vindicators

6.8

Developer Tengen
Publisher Tengen
Release date 1988
Genre Run and gun
Players 1-2 Player(s) simultaneous

• The player controls a tank with constantly draining fuel, and must navigate through multiple levels from bottom to top, encountering obstacles and enemies. Along the way, a player may find powerups including tank fuel, stars (currency), shields, and two types of sub-weapons: smart shots and bombs. Each level has a key that will open a door at the top of the level.



HES version

Tengen version

HES Rarity: 10
Tengen Rarity: 2

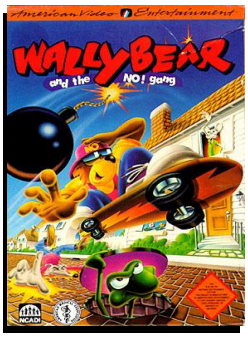
2.9

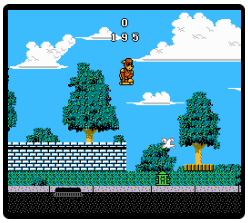
US Rarity: 6

Wally Bear and the NO! Gang

Developer	American Game Cartridges
Publisher	American Video Entertainment
Release date	1992
Genre	Platformer
Players	1-2 Player(s) alternating

- The game teaches children to say no to potentially harmful drugs like alcohol and marijuana. The game was designed in cooperation with the American Medical Association and the National Clearinghouse for Alcohol and Drug Information.
- The game was originally going to be called Wally Bear and the Just Say No Gang, but this phrase had been trademarked already.





System packages

Nintendo released the Nintendo Entertainment Systems in bundles. The bundles may be the reason why the system became so popular with consumers. Initially retailers thought that the accessory known as R.O.B. would be the big selling point of the console, and was included in the Deluxe Set. It ended up being Super Mario Bros., however, which was bundled with the Control Deck set, that made the console so popular. The Control Deck was one of two bundles that Nintendo released for the NES in the beginning of the system's life-span.

Nintendo would continue to distribute bundles in North America and Europe, and faze out old sets when the games and accessories got out of date and when newer, more advanced games and accessories, took their place.

"thanks to *Matt Keller@retrogamingaus.com* for a great list to follow, regarding the bundles."

Control Deck

Release date (us) October 18, 1985
MSRP $199.99

- The Control Deck bundle was one of the first NES bundles. This set includes only the basic essentials for hooking up and playing the NES.
- Some releases also contained Super Mario Bros. or Super Mario Bros. 3.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x2)
- NES-021 Instruction Manual

Action Set

Release date (us) November 1988
MSRP $149.99

- The Action Set was the third NES bundle. This bundle included elements from both of the first bundles, Control and Deluxe.
- The Action Set was released in 2 different versions: One with the GREY Zapper, and one with the ORANGE Zapper. Later however, the Action Set was released again with a different box art. The redish "beam" that once shot across the front of the box was gone, and the box got a thin red line at the side of the box.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x2)
- NES-005 NES Zapper
- NES-021 Instruction Manual
- Super Mario Bros./ Duck Hunt

Deluxe Set

Release date (us) October 18, 1985
MSRP $249.99

- The Deluxe Set was simultaneously released with the Control Deck bundle, but offered far more accessories. This set also introduced R.O.B., and included Gyromite and Duck Hunt Game Paks. The Deluxe Set was previously sold to test markets in New York City.
- Nintendo made 10,000 first-edition deluxe set units for the New York City Test Market. These sets are recognizabe in that the boxes lack the "Deluxe Set" logo.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x2)
- NES-005 Zapper Gun
- NES-006 300/75Ω Converter
- NES-007 75/300Ω Converter
- NES-008 Aud/Vid Cable
- NES-011 Filter Lens
- NES-012 R.O.B.
- NES-016 Gyros (x2)
- NES-017 Gyro Holder
- NES-018 Gyro Tray
- NES-019 Gyro Spinner
- NES-020 Gyro Hands (x2)
- NES-021 NES Instruction Manual
- NES-DH-USA Duck Hunt
- NES-GY-USA Gyromite

Challenge Set

Release date (us) 1992
MSRP $89.99

- To coincide with the release of Super Mario Bros. 3, Nintendo released the Challenge Set which had the console, two NES controllers and Super Mario Bros. 3.
- The set was only sold in North America.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x2)
- NES-021 Instruction Manual
- Super Mario Bros. 3

Super Set

Release date (us) 1991
MSRP $ 200

- The Super Set came with different variation of the artwork on the box.
- The manual covered all the games, usually, only in the native language where the set was sold. It also came with manuals covering the accessories that came with the set
- The Super Set was only sold in UK and Europe.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x4)
- NES-021 Instruction Manual
- NES-034 NES Four Score
- Super Mario Bros/Tetris/ Nintendo World Cup

Nes Sports Set

Release date (us) 1990

- In 1990, a Sports Set bundle was released, including the console, an NES Satellite infrared wireless multitap adapter, four game controllers, and a dual Game Pak containing Super Spike V'Ball and Nintendo World Cup.
- The set was only sold in North America.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x4)
- NES-021 NES Instruction Manual
- NES-032 NES Satellite
- NES-033 Satellite Wireless Receiver
- World Cup Soccer/ Super Spike V'Ball

Power Set

Release date (us) 1988

- In 1989, the Power Set included the console, two game controllers, a NES Zapper, a Power Pad, and a triple Game Pak containing Super Mario Bros, Duck Hunt, and World Class Track Meet.
- The set was only sold in North America.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x2)
- NES-005 NES Zapper
- NES-021 NES Instruction Manual
- NES-028 Power Pad
- Super Mario Bros./ Duck Hunt/ World Class Track Meet

Basic Set

Release date (us) 1987/1992
MSRP $89.99

- The Basic Set was retailing at US$89.99 with no game, and US$99.99 bundled with “Super Mario Bros.”
- The 1987 release contained just a console, two NES controllers, and The Official Nintendo Player’s Guide, a book which had information on all of the then-released video games for the NES. Outside of North America it was sold without the book.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller
- NES-021 Instruction Manual
- The Official Nintendo Player’s Guide

TMNT Bundle

- The Turtles art on the box is actually a cardboard sleeve that is outside on a normal Controller Deck box.
- The set came only out in UK, France and Germany.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x2)
- NES-021 Instruction Manual
- Teenage Mutant Hero Turtles

Smurfs Bundle

- The Smurf art on the box is a cardboard sleeve that is outside on a normal Controller Deck box.
- The set was only sold in France.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x2)
- NES-021 Instruction Manual
- The Smurfs

Super Mario Bros. 3 bundle

- The Super Mario Bros. 3 art on the box is a cardboard sleeve that is outside on a normal Controller Deck box.
- The set came only out in France. A similar bundle in a blue box with original artwork of Super Mario Bros. and the game, Super Mario Bros. Also only sold in France.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller (x2)
- NES-021 Instruction Manual
- Super Mario Bros. 3

Control Deck (NES-101)

Release date (us) 1993
MSRP $49.99

- Finally, the console was redesigned for both the North American and Japanese markets as part of the final Nintendo-released bundle package. The package included the new style NES-101 console, and one redesigned “dogbone” game controller. Released in October 1993 in North America, this final bundle retailed for US$49.99 and remained in production until the discontinuation of the NES in 1995.

Contents

- NES-101 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-021 Instruction Manual
- NES-039 Controller

Control Deck (NES-101)

- The package came with everything the North American Toploader Control Deck had; the NES-101 console and the “dogbone” game controller. But this bundle aslo came with the previously released multicart of Super Mario Bros/Tetris/Nintendo World Cup.
- The set came only out in Australia.

Contents

- NES-001 Control Deck
- NES-002 AC Adapter
- NES-003 RF Switch
- NES-004 Controller
- NES-021 NES Instruction Manual
- Super Mario Bros/Tetris/ Nintendo World Cup

MOST THINGS CHANGE...
The Nintendo Entertainment System has evolved, but the huge library of over 700 NES games that exists plays exactly the same way! The design of the new NES is totally cool, especially the new Controller. It's soooooo much more comfortable than the old rectangular Controller. And speaking of comfort, at $49.95*, the new NES is extremely comfortable to afford!
THE NEW NES
REDESIGNED CONTROL DECK
SAME OLD CORD
$49.95*
UNBELIEVABLY LOW PRICE
EXCELLENT NEW CONTROLLER SHAPE!
EVOLVE OR BECOME EXTINCT!
Nintendo
* Suggested retail price.

NES Official Accessories

"http://nintendo.wikia.com/wiki/Nintendo_Entertainment_System"

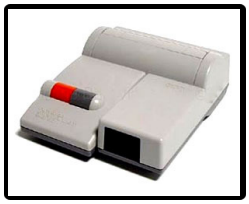
Nintendo has always been known for manufacturing accessories for their video game consoles, and to this day do so. The NES were chock-full of accessories and peripherals, many of which were bundled with the console (in select sets).

Nintendo of course earned the most profits from accessories since the ones they created were arguably the most useful. Bundled with the console in the Deluxe Set was R.O.B. While not particularly successful, R.O.B. went on to become a Nintendo icon. Nintendo's second big accessory was the NES Zapper. Nintendo got started in the video game industry with light gun peripherals, so it came as no surprise when Nintendo announced a home console version. Nintendo created a variety of other accessories too. The Power Glove is an infamous controller that you placed on your hand. The Power Pad can be considered the predecessor to the Balance Board. It was even advertised as a fitness product, perhaps due to the overwhelming media reports that video games weren't healthy.

Front Loading 8-bit Unit

Developer	Nintendo / RICOH
Manufacturer	Nintendo
Type	Video game console
Release date	(us) October 18, 1985 (eur) September 1, 1986
License nr.	NES-001

- When Nintendo released the NES in the US, the design styling was deliberately different from that of other game consoles. Nintendo wanted to distinguish its product from those of competitors and to avoid the generally poor reputation that game consoles had acquired following the video game crash of 1983. One result of this philosophy was to disguise the cartridge slot design as a front-loading zero insertion force (ZIF) cartridge socket, designed to resemble the front-loading mechanism of a VCR.



Top Loading 8-bit Unit

Developer	Nintendo
Manufacturer	Nintendo
Type	Video game console
Release date	October 15, 1993
License nr.	NES-101

- The NES-101 model of the Nintendo Entertainment System (informally known as the NES 2, the top-loading model, or simply the Top Loader) is a compact, top-loading redesign of the original Nintendo Entertainment System control deck.
- The 10NES authentication chip was completely removed from the system in an effort to eliminate the blinking red power light problem associated with it in the original NES. The removal of the 10NES chip also allows the system to play games that are unlicensed and/or from different regions.

NES power supply

Manufacturer Nintendo
Type System accessories
License nr. NES-002

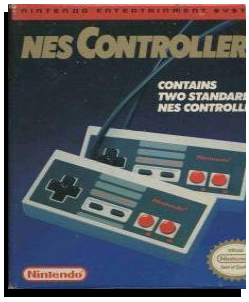
- Alternatively known as an AC/DC adapter, AC converter and a charger, an AC adapter is an external power supply used to power battery powered devices and devices with no other power source.

NES TV/Game switch

Manufacturer Nintendo
Type System accessories
License nr. NES-003

- An RF (Radio Frequency) and microwave switch is a device to route high frequency signal through transmission paths.
- The RF Switch does not produce stereo sound. To get stereo sound, you had to connect your Control Deck to your TV or VCR using the Stereo Audio/Video Cable.

NES Controller



Manufacturer Nintendo
Type Video game controller
License nr. NES-004

- The game controller featured an oblong brick-like design with a simple four button layout: two round buttons labeled “A” and “B”, a “START” button and a “SELECT” button.Additionally, the controllers utilized the cross-shaped joypad, designed by Nintendo employee Gunpei Yokoi for Nintendo Game & Watch systems, to replace the bulkier joysticks on earlier gaming consoles’ controllers.
- In recent years, the original NES controller has become one of the most recognizable symbols of the console. Nintendo has mimicked the look of the controller in several recent products, from promotional merchandise to limited edition versions of the Game Boy Advance.

NES SHARP 19SV111

Manufacturer Nintendo
Type Video game controller
License nr. RRMCG0683CESA

- These black controllers were only released with the SHARP game televisions, and are mechanically identical to the normal NES Controllers

Zapper (grey)

Manufacturer	Nintendo
Type	Light gun
Release date	October 1985
License nr.	NES-005

- The NES Zapper, also known as The Gun or Beam Gun in Japan, is an electronic light gun accessory for the NES.
- The Famicom version of the Zapper, made for the game Wild Gunman, resembled a revolver-style handgun, but the North American version resembled a futuristic science fiction ray gun with a color scheme matching the NES.

Zapper (orange)

Manufacturer	Nintendo
Type	Light gun
License nr.	NES-005

- In 1989, A solider filed a lawsuit and sued Nintendo of America inc. He claimed that he had mistaken a gray NES Zapper Light Gun as a real gun. Therefore, Nintendo had to change the Zapper Light Gun from Gray to Orange.

"nes.wikia.com"

- The unique appearance of the orange Zapper has led it to appear in various media; for example, it appears as the weapon used by the title character of Captain N: The Game Master, a cartoon and comic book series.

300/75Ω Converter

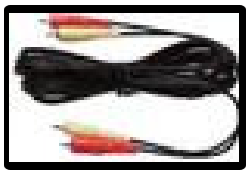
Manufacturer	Nintendo
Type	System accessories
Release date	1985
License nr.	NES-006

75/300Ω Converter

Manufacturer	Nintendo
Type	System accessories
Release date	1985
License nr.	NES-007

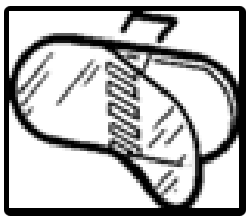
Audio/Video Cable

Manufacturer Nintendo
Type System accessories
Release date 1985
License nr. NES-008



R.O.B. Filter Lens

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. NES-011

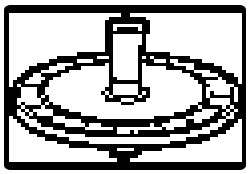


R.O.B. Battery Cover

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. 151

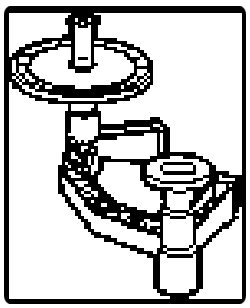
Gyros

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. NES-011



Gyro Holder

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. NES-017



Gyro Tray

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. NES-018

R.O.B. Robotic Operating Buddy (grey)

Manufacturer Nintendo
Type Video game controller
Release date (us) October 18, 1985
(eur) September 1, 1986
License nr. NES-012

- R.O.B. had a short product lifespan, with support for only two games which comprised the “Robot Series”; Gyromite and Stack-Up.
- R.O.B. receives commands via optical flashes in the screen. Once the screen lights up, R.O.B. is ready to receive six commands.
- R.O.B. was available in the Deluxe Set, a configuration for the console that included, among other things, R.O.B. and Gyromite. Stack-Up was purchased separately and included its own physical game pieces.

R.O.B. Robotic Operating Buddy (white)

Manufacturer ROB Gyromite Attachments
Type Video game controller

- R.O.B.’s appearance differed in Japan and North America. In each region, Nintendo designed R.O.B. to match the NES or Famicom’s colors. In Japan R.O.B. was red and white, while in every other region it was black and gray.
- In Japan, R.O.B. was sold together with Block Set, while the second and only other R.O.B. game produced, Gyro Set, was sold separately. This was the reverse in the United States where Gyro Set, renamed Gyromite, came packaged with R.O.B. and Block Set, renamed Stack-Up, was sold separately.

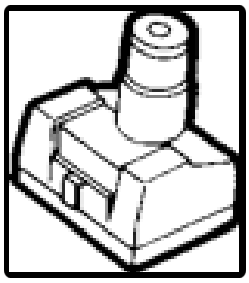
ROB Gyromite Attachments

Manufacturer Nintendo
Type Video game controller accessories

- As the Professor character moves through the levels, R.O.B. must aid navigation by raising and lowering red and blue gates. When a Gyro depresses the red pedestal, a lever presses the B button on Controller #2 and red gates are lowered. When a Gyro depresses the blue pedestal, a lever presses the A button on Controller #2 and blue gates are lowered. The action on the screen never stops, so while operating R.O.B., the on-screen character continues to be vulnerable.
- The accessories consist of two claw-like hands, a spinner, a tray that holds an NES Controller, a gyro holder and two gyros.

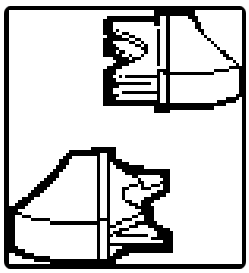
GyroSpinner

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. NES-019



Gyro Hands

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. NES-020

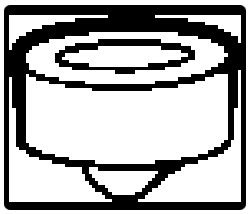


NES Instruction Manual

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. NES-021

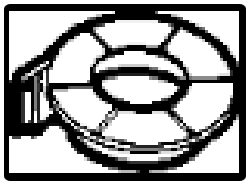
Colored Blocks

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. 221



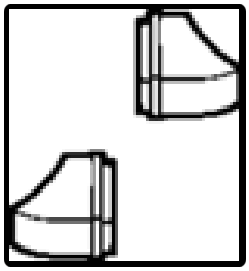
Block Trays

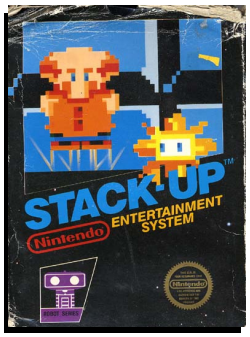
Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. 222



Block Hands

Manufacturer Nintendo
Type R.O.B. accessories
Release date 1985
License nr. 223





ROB Stackup Attachments

Manufacturer Nintendo
Type Video game controller accessories

- In the game, an order is given for the blocks to start off in, and the player must jump on the right buttons to rearrange the discs in the given ending order.
- There exist three variations of this, game, but all funtion similarly. There is also a function in Stack-Up known as 'Test' mode. once selected, it will send signals to R.O.B.'s eyes, and if he is properly connected, the red LED light on the top of his head will light up.
- The accessories consist of two foam-rounded hands, five pedestals that are attached to R.O.B.'s base and five colored blocks (blue, white, green, yellow, red).

NES Advantage

Manufacturer Nintendo
Type Video game controller
Release date July 1987
License nr. NES-026

- The device is meant to rest on a flat surface at a comfortable level, such as a tabletop or the floor, with the player seated behind it. This way, it could be used like an arcade game joystick—with the left hand using the joystick and the right hand operating the buttons.
- Upon the Advantage's initial release in 1987, it was well received as a great way to get the "arcade experience" at home. Since its successful release in the '80s, the NES advantage has received little media attention, but has continued to be regarded as one of the best NES accessories ever produced.

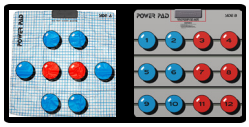
NES Max

Manufacturer Nintendo
Type Video game controller
Release date July 1988
License nr. NES-027

- Like many later controllers (such as those for the PlayStation and N64), it has "wings": handles that extend from the edges of the pad.
- The NES Max features turbo "A" and "B" buttons in addition to the standard action buttons. There is no adjustment for the turbo rate as there is on the more famous NES Advantage, and the NES Max was known to fail to exceed the NES Advantage's maximum turbo setting. The Max also replaces the D-pad found on standard NES controllers with small button-shaped pad called a cycloid.

Power Pad

Manufacturer Bandai/Nintendo
Type Video game controller
Release date 1986
License nr. NES-028



- The Power Pad (known in Japan as Family Trainer, and in Europe and briefly in the United States as Family Fun Fitness) is a floor mat game controller. It is a gray mat with twelve pressure-sensors embedded between two layers of flexible plastic.
- There are two illustrated sides to the pad: Side A, which is rarely used, has eight buttons, while side B has twelve buttons numbered from 1-12.
- There are 11 games in total which were created for use with the Power Pad. All but one of them were developed and published by Bandai, though some of them were rebranded and republished by Nintendo.

NES Satellite

Manufacturer Nintendo
Type Multi-player accessory
Release date 1989
License nr. NES-032

- The Satellite allows up to four players to play the NES anywhere in the room without the necessity of wires running from the NES to the players' controllers. While a normal controller has a range of 3 feet, the NES Satellite expanded the usable range to 15 feet.
- The main Satellite unit is powered by 6 C-cell batteries and must have a line of sight to the receiver. The unit has four controller ports which could accommodate any type of wired NES controllers. The unit includes "Turbo" selectors for both the A and B buttons.

Satellite Wireless Receiver

Manufacturer Nintendo
Type Multi-player accessory
Release date 1989
License nr. NES-033

Game Pak Sleeve

Manufacturer Nintendo
Type Video game accessory
Release date 1985
License nr. 316

Four Score

Manufacturer	Nintendo
Type	Multi-player accessory
Release date	1990
License nr.	NES-034

- On the Four Score, there is an option to switch between two-player and four-player modes and turbo A and B buttons that give any of the connected controllers a turbo boost. The Four Score can also be used as a controller extension cable because the wire which leads from the accessory to the NES is several feet in length.
- The Four Score is similar to the earlier NES Satellite.

Dogbone Joypad

Manufacturer	Nintendo
Type	Video game controller
Release date	1993
License nr.	NES-039

- When the Top Loader was released, the design of the game controllers was also changed. These were officially known as NES-039 model controllers and informally known as “dogbone” controllers. They were packaged with the system and also sold separately. The controllers were restyled to resemble the SNES controller, with rounded edges that fit more ergonomically in the hands than the old rectangular design (NES-004). The NES-039 model controller does not fit in R.O.B.’s controller slot because of this ergonomic change. The A and B buttons were also set at an angle to mimic the SNES controller as well as provide better ergonomics.

HFC

Manufacturer	Nintendo
Type	Video game controller
Release date	1989

- A hands free controller designed specifically for people with physical limitations and special needs. It was worn like a vest, uses puff and sipping motions on a straw for the A and B buttons, and a chin stick for directional movement.
- This product was offered exclusively through Nintendo’s consumer service number and was not sold in stores. The price was for $179.

Turbo Blaster

Manufacturer Nintendo
Type Video game controller accessories

- The Turbo Blaster is an adaptor that made a regular NES controller into a turbo controller.
- It has the option for fine tuning the intensity of the turbo. It also has a button for slow-mo.

NES Cleaning Kit

Manufacturer Nintendo
Type Video game accessory
Release date 1989
License nr. NES-030 + NES-031

- The NES Cleaning Kit is a cleaning kit that is used to remove dust and dirt from the connectors inside of the NES and the NES cartridges, which helps to keep the system and cartridges working properly and eliminates flashing screens and graphical flickering during gameplay.
- It consists of a "cleaning wand" to clean the cartridges with, a "cleaning cartridge" used to clean the system, and replacement cleaning surfaces for both the wand and the cartridge.

"nesdb.tripod.com"

Top Loading 8-bit Famicom Unit

Manufacturer Nintendo
Type Video game system
Release date 1993
License nr. HVC-101

- The HVC-101 model of the Family Computer was a redesign of the original Famicom video game console. It was marketed as the Family Computer, exactly the same title as the original, but users called it the AV Famicom or New Famicom to distinguish it from the original system. Like the original model, it is commonly referred to by the nickname "Famicom". It was stylistically similar to the NES-101 model released in North America at roughly the same time. It was produced until September 2003.

NES Controllers

This list of Nintendo controllers consist of 3rd party products. Both licensed and unlicensed. These controllers are just some of many hundreds different controllers that was released for the NES. 3rd party peripherals are still fairly cheap to collect.

The standard NES controllers were more-or-less copied directly from the Game & Watch machines, although the Famicom design team originally wanted to use arcade-style joysticks, even taking apart ones from American game consoles to see how they worked. However, it was eventually decided that children might step on joysticks left on the floor and their durability was also questioned.

Nintendo sued many of the companies that made unlicensed peripherals for the NES. Camerica and their USA distributor, Galoob Toy was one of many that they sued. But the companies often prevailed and Nintendo had to pay in damages over lawsuits.

Beeshu, Inc.

Beeshu, Inc. was a video game accessory manufacturer headquartered in the United States. Beeshu's president was Don Shulman.

They primarily made products for the Nintendo Entertainment System, and also released a few accessories for Sega and Atari products.

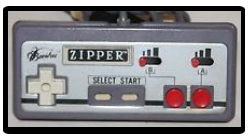
They apparently released only one joystick for the Sega Master System. In some Sega Team Newsletters, they had a full-page add for various Beeshu controllers. The design was similar to what was released for the NES, except that they were apparently never released, except for one, the Ultimate Superstick. The joystick may only be a prototype. Beeshu had a lawsuit against Sega and the plans for a new line of joysticks for the system went away.

The company filed for bankruptcy in 1995.

Zipper Joypad Series

Manufacturer Beeshu
Type Video game controller

• Produced by Beeshu, the Zipper was a turbo joypad which was identical to the Turbo Tech Controller. It allows for the input of a joystick handle into the directional pad.



Zoomer Flight Wheel

Manufacturer Beeshu
Type Video game controller
License nr. #20822

- The Zoomer was essentially a joystick made for flying games and racing games, such as Top Gun, Flight of the Intruder and Rad Racer.
- The Zoomer also had a feature that slowed down the gameplay, reminiscent of another accessory, the NES Advantage, as well as a button that allowed the player to fire at enemies automatically.
- The Zoomer received negative reception, due to the fact that the joystick along with many other similar joysticks of the time broke quite easily.

Ultimate Superstick

Manufacturer Beeshu
Type Video game controller

- Ultimate Superstick comes equipped with all the standard features including rapid fire and slow motion settings. Two dials on the top-left of the joystick control the rapid fire. The Superstick also attempts to accommodate left handed players by placing both A and B buttons on either side of the base. Suction cups on the bottom keep it from moving around.
- The joystick uses micro switches in order to operate. Micro switches are no longer commonly used in the making of joysticks.

webring.org

Quickfire Zinger Series

Manufacturer Beeshu
Type Video game controller

- A good joystick from Beeshu which featured a quick fire switch at the front. The Zinger series has a nice grip and is arguably the best joystick made for the NES. It is also a Nintendo licensed product.

QuickShot

QuickShot was a line of joysticks and other input devices produced by Spectravideo for video game machines and home computers including Atari, Commodore, NES, Amiga, Amstrad, Sega and more.

The world's first ergonomic joystick, the QuickShot, was developed and patented by Harry Fox and Peter Law in 1982.

Relatively famous was its Quickshot Maverick joystick, compatible with multiple consoles and home computers. In the late 1990s they expanded their line of products to PC joysticks and mouse.

During the 1990s the company marketed a handheld game console called the Quickshot Supervision, a UK version of an Asian console designed to compete with the Nintendo Game Boy.

Today the Spectravideo name is used by a UK-based company called SpectraVideo Plc, formerly known as Ash & Newman. That company was founded in 1977, and bought the Spectravideo brand name from Bondwell in 1988.

Maverick 2

Manufacturer	Quickshot
Type	Video game controller
Release date	1990
License nr.	QS-128N

- Black arcade stick similar to the NES Advantage. Features rapid-fire, slow-mo, and player 1 /player 2 toggle switch.Suction cups on the bottom provide a steady gaming platform.
- The main problem with the Maverick 2 controller is that there are many different controllers that are modeled on the NES Advantage, and it is more poorly made than some other NES Advantage clones.

Flight Grip 2

Manufacturer	Quickshot
Type	Video game controller
Release date	1991
License nr.	QS-129N

- A very unusable design - you grip the controller with both hands like a flight stick, and the buttons are on top.
- The main problem with the Flightgrip controller is that the unique design that it is recognized for is very different from normal controllers and is subsequently rather difficult to use and get used to. The player's arms will grow tired after using the Flightgrip controller for a relatively short amount of time, and it is difficult to simultaneously press the A button and pull the B button.

"nesdb.tripod.com"

Python 2

Manufacturer Quickshot
Type Video game controller
Release date 1989
License nr. QS-130NL

- The Phython 2 is an ergonomic joystick with a moulded grip and buttons on the top and a trigger button. It has micro switches which give a satisfying click when the stick is moved. It has 4 stabilising suction cups on base for adhering to hard surface.
- On a drawback note, the cord is very short.

XXI Joyball

Manufacturer Quickshot
Type Video game controller
License nr. QS-121

- The Quickshot Trackball is an unlicensed controller designed for a number of gaming consoles. The joystick is often confused with a trackball due to the similar shape, however its design is not a complete sphere, but a large dome attached to a switching mechanism that slides forward, backward, left, and right. The Quickshot can be changed from right to left hand use via a slider switch on the side of the unit. Like most non-standard NES controllers of the time, it was difficult to work properly, as games usually were not designed with it in mind. An exception is Marble Madness, which turned out to be a natural match for the controller.

Intruder 2

Manufacturer Quickshot
Type Video game controller
License nr. QS-148

- The Intruder 2 is a third-party flight stick.
- It is one of QuickShot's "multi-controller" peripherals, and so is compatible not only with a range of home computers of the era (save for the IBM PC, which requires an Intruder 5), but for the Sega Master System as well. A three button Sega Mega Drive version exists as the Intruder 3.

Aviator 2

Manufacturer	Quickshot
Type	Video game controller
License nr.	QS-153

- Designed specifically for flying simulation games, the Quickshot Aviator boasted an altitude level indicator in the centre.
- It features turbo A and B buttons, a “slowdown” switch (turbo Start-button switch), and a suction base that keeps the controller steady on your table while playing.

Controller (QS-127)

Manufacturer	Quickshot
Type	Video game controller
License nr.	QS-127

- The Wireless Controller from QuickShot is, as the name suggests, a wireless third-party controller. It was built for the Sega Master System, and is very similar to the Starfighter 3W in design. The package bundled two controllers with a receiver, and also has extra leads for the NES.
- The official name of this peripheral is not currently known, however its code name is QS-127. In Brazil it was licensed by Tectoy as an official product.

“segaretro.org”

WizMaster

Manufacturer	Quickshot
Type	Video game controller
Release date	1988
License nr.	QS-118

- This wireless controller has various adapters that would plug into the back of the controller. It came with a packaged remote adapter, but others could be purchased separately. The Wizmaster also came packaged with an arcade game-style joystick that would attach to the directional pad.

Joypad

Manufacturer Quickshot
Type Video game controller
Release date 1990
License nr. QS-126

• The weird Joypad is a unique NES thumbpad controller that gives you somewhat the feel of using a track pad. It is like a joystick without the stick. Manipulate direction with a slight touch of your thumb or finger on the pad. On opposite sides this controller the A and B buttons are located, and there is an autofire on/off swich that can control both. The Select and Start switches are on a designed toggle bar.

"nesrepairshop.com"

Camerica

Camerica was a Canadian published famous for publishing unlicensed games and accessories for the NES. They manufactured two NES arcade sticks, the Turbotronic and the Freedom Stick, and were sued by Nintendo due to their similarities to the NES Advantage.

Camerica released numerous Codemasters developed titles for the NES in shiny gold and silver cartridges. An interesting feature of these cartridges was a switch on the underside that allowed for playing the cartridges in both European and North American NES systems.

Camerica also manufactured Codemasters' Game Genie cheat code device, which was marketed and distributed by Galoob. Nintendo sued them over the Game Genie as well, but lost the case. Five million Game Genies across multiple platforms were eventually sold. In 1993 Camerica released a peripheral for the NES called the Aladdin Deck Enhancer. This was a device that allowed special unlicensed cartridges to be used on the NES. The cartridges were smaller than traditional NES cartridges, so Camerica hoped that this would allow them to manufacture game cartridges at a lower cost.

"giantbomb.com"

Turbotronic

Manufacturer Camerica
Type Video game controller

• This is the product that supposedly got Camerica broke. Nintendo had tried to sue them for a long time but couldn't do it before they made the mistake of manufacturing a copy of Nintendo's "NES Advantage".

• The controller can be connected to both of the ports on the NES at the same time due to the double cord. A swith changes between Player one and two.

• When the A or B button is pushed, an LED light flashes. Which for some, may be an annoying distraction.

Supersonic Triangle Wireless Joystick

Manufacturer Camerica
Type Video game controller
License nr. CAC-285

• The Supersonic Joystick is quite unusual in form. It is triangular in shape, and places the joystick itself right in the center of the device. It also has ‘A’ and ‘B’ buttons on both sides of the joystick. This is designed to make it comfortable for both right-handed and left-handed people to play. There is a switch to flip for the set of buttons you wish to use. There is also a switch for first and second players if you wish to pass the joystick in a two-player (non-simultaneous) game. Whenever you push the buttons, a row of lights flashes.

“tnca.myrmid.com”

Freedom Pad

Manufacturer Camerica
Type Video game controller
License nr. CAC-300

• The Freedom Pad consists of one controller and one infrared receiver that can plug into one or both controller ports on the NES. The controller features adjustable turbofire to help keep players from having to make rapid button presses, as well as a rounded directional pad to help ease the effects of “Nintendo thumb” on players’ hands.

• The controller is slightly thicker than a regular NES Controller, and can be awkward to use if the player isn’t used to it.

Freedom Stick

Manufacturer Camerica
Type Video game controller
Release date 1990
License nr. CAC-260

• The Freedom Stick is a multi-system joystic compatible with NES, Sega, Atari and the commodore.

• The joystick has automatic rapid fire with 8 direction precision micro action and is also wireless.

NiProPad

Manufacturer QJ
Type Video game controller
License nr. SV-330

• The company QJ developed the NiPROPAD as an alternative to the regular Nintendo controller. The design of the pad has a positive first impression. The curves ensure that the pad is comfortable in the hand. In terms of size, the third-party product is suitable for both small as well as large hands. Although at first, it seems to be some distance between the A and B button, the user should quickly get used to it. Something unusual, but still easily accessible are the top-placed buttons Select and Start. A criticism about the gamepad was the slightly noisy button noises, which occur due to the hollow housing.

Game

Manufacturer Recoton
Type Video game controller
Release date 1994

• Like many other unlicensed NES controllers, the Game has a few extra functions that are not found on the NES Controller, but it is more poorly made.

• The Game controller is packaged on a cardboard backing that has instructions printed on the back.

• The Game controller seems to have a slight delay in response time to input, which can be a serious problem with many games that require the player to perform well-timed actions.

Family Fun Fitness pad

Manufacturer Bandai
Type Video game controller
Release date 1986
License nr. #07188

• Bandai first released the accessory in 1986 as the Family Trainer pack for the Famicom in Japan, and later released in the United States under the name Family Fun Fitness. Quickly after the games were sent to stores, Nintendo bought up the North American rights to the Family Fun and Fitness pad, repackaging and rereleasing it as the Nintendo Power Pad.

Acclaim Remote

Manufacturer Acclaim
Type Video game controller
Release date 1989
License nr. GA-3

• The controller was one of the first wireless controllers to be released for the NES.

Wireless Receiver for Acclaim Remote

Manufacturer Acclaim
Type Video game controller accessory
Release date 1989
License nr. GA-4

The Double Player

Manufacturer Acclaim
Type Video game controller

• Double Player is a set of two wireless controllers for the NES created by Acclaim. It utilizes infrared technology. To work, the controllers must point at a receiver plugged into the NES. The signal is said to be read from up to 30 feet away. But users inform that the radius was very limited and playing with them required a steady hand at all times.

• Like most other controllers, it includes twin turbo rapid-fire and a slow motion mode. The slow motion mode is made where the game would rapidly pause and unpause.

Uforce

Manufacturer Broderbund
Type Video game controller
License nr. #91141

• The U-Force employs a pair of perpendicular consumer IR sensor panels to translate the user's hand movements into controller signals.

• The U-Force was ranked the eighth worst video game controller by IGN editor Craig Harris. MSN listed it as one of the top 10 worst game peripherals, writing "Second only to the Sega Activator in terms of all-out crappiness, the U-Force also used infrared sensors to create a truly nightmarish controller...'Don't Touch' said the adverts for the device, in a rare example of an advertising campaign that got it spot on."

Miracle Piano Keyboard System

Manufacturer Mindscape
Type Video game controller
Release date 1990

- The Miracle Piano Teaching System is a MIDI keyboard/teaching tool.
- The Nintendo Seal of Quality on these boards was covered up with a piece of plastic.
- The Miracle Piano did not ever generate sounds from the NES hardware; all NES MIDI information was converted into audio by the instrument's built-in ROM and played through the instrument's stereo speakers, allowing the keyboard to be used independently of the console.

Miracle Piano Conversion Kit

Manufacturer Mindscape
Type Video game controller accessories

- Versions of the software were made available for the PC, Macintosh, SNES, Amiga and Sega Genesis, both separately and with the hardware.
- Although relatively rare, conversion kits which included the software for use with an already owned Miracle keyboard were purchasable. It allowed one to convert the game system versions to PC or Mac.
- Items included the Users Guide, an Owners Manuel, 1 set of 3.5 inch floppy disks and a Original Miracle conversion cable.

Dominator Master Control

Manufacturer Nexoft
Type Video game controller
License nr. 2010

- Master Control makes any Nintendo compatible accessory wireless and features Adjustable Turbo or slow action with instantaneous response.
- Dominator Master Control comes with a MasterControl Receiver and allow remote game play from a distance of up to 18 feet. The receiver allows the user to plug two controllers into it to make them both wireless.
- The joystick requires 4 AA Batteries.

Power Glove

Manufacturer Mattel/PAX
Type Video game controller
Release date 1989

- The Power Glove was not popular and was criticized for its imprecise and difficult-to-use controls.
- Though it was an officially licensed product, Nintendo was not involved in the design or release of this accessory. Rather, it was designed by Grant Goddard and Samuel Cooper Davis for Abrams Gentile Entertainment (AGE), made by Mattel in the United States and PAX in Japan.
- Two games were released with specific features for use with the Power Glove: Super Glove Ball and Bad Street Brawler.

Power Glove Sensors

Manufacturer Mattel/PAX
Type Video game controller accessory
Release date 1989

- The sensors in the Power Glove are based on optical fibers that are scratched near the bending joint to cause it to transmit less light when bent, an innovation developed by Young L. Harvill of VPL Research. There are two ultrasonic speakers (transmitters) in the glove and three ultrasonic microphones (receivers) around the TV monitor. The ultrasonic speakers take turns transmitting a short burst (a few pulses) of 40 kHz sound and the system measures the time it takes for the sound to reach the microphones. A triangulation calculation is performed to determine the X, Y, Z location of each of the two speakers, which specifies the yaw and roll of the hand.

Competition Pro STAR

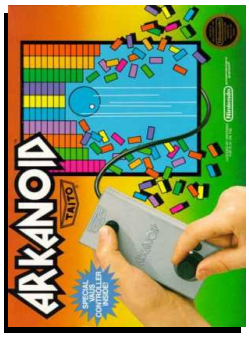
Manufacturer Happ Controls
Type Video game controller

- The Original Competition Pro made by Kempston Micro Electronics was primary designed to work with the ZX Spectrum, but also with other home computers such as the Amstrad CPC, Commodore 64 and later Commodore Amiga and Atari ST.
- The Competition Pro Star for the NES is a somewhat rare joystick. The joysticks are the preferred joysticks for many Amiga users because of Happ Control's high quality. All Stars have a transparent-blue plastic base and a silver joystick/buttons.

Arkanoid Controller

Manufacturer Taito
Type Video game controller

- The Arkanoid Controller, or Vaus, is an optional game controller for the NES game Arkanoid which enhances the feel and play of the game.
- The Vaus controller is constructed from the same gray plastic as the standard NES controller and is roughly the same size and shape. It has one black button at the top, a black spinner below, an adjustment port, as well as an embossed Taito logo and a raised Arkanoid logo on the front.
- The Vaus was offered for sale packaged with Arkanoid in 1986, but neither the game nor the controller were available individually for purchase. It is one of only a few NES games that came in a non-standard box due to an accessory.



Explorer I

Manufacturer Honyü
Type Video game controller

- Explorer I seems to be patterned after the NES Advantage Joystick, as it has all the functions that the NES Advantage has. With a variety of buttons, it has an extra plug so that two players can play with the same joystick. One player plays, and then alternates with the other by trading off the controller using the player 2 switch. The turbo-fire option puts adjustable, repeat firing power at your fingertips. There are two Turbo Fire controler knobs, one for both the "A" and "B" buttons. This is also ajustable (on the fly) with a light that blinks fast or slow to visually illustrate where your TF speed setting is. Another handy option is the slow-motion feature. When used in certain games it allows you to slow the action down to have an advantage in difficult parts or stages of many games.

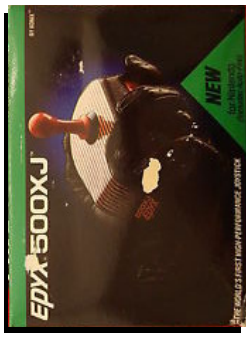
"nesrepairshop.com"

Roll & Rocker

Manufacturer LJN
Type Video game controller

"YOU become the directional control pad!"

- The Roll 'n Rocker was a strange plastic peripheral which had a ball underneath it. It let the user control their character by standing on it and tilting from side to side. To use the A, B, Start, and Select buttons, you plugged a controller into the front of the device.
- The controllers was compatible with pretty much every NES game out there. Problem is, if you weighed more than 100lbs it would likely snap under your feet.



Epyx 500XJ

Manufacturer Konix
Type Video game controller
License nr. 500XJ

- The popular Epyx 500XJ Joystick was widely touted by many as one of the most revolutionary joysticks of the time. It used high-quality microswitches and a more ergonomic form factor than many of the other joysticks.
- An awkward thing about the joystick is the button placement: repeatedly hitting the button by "curling" your index finger upward can get painful fast.
- The Joystick is also known as "Speedking" or 500XJ.

Mega

Manufacturer Bandai
Type Video game controller
Release date 1987
License nr. CAC-260

- The Bandai Mega controller includes a built in LCD screen that displays the active functions, and a built in game.
- The modes included are: MEGA Control Pad Lock ("Locks-down" Control Pad in any selected direction.), A & B Button Locks, Rapid Fire Mode, Slow-Mo Mode, Game 1 Mode (A built-in challenge game. This game challenges you to press the A and B buttons as rapidly as possible during a 10 second period.), Arsenal Mode (number of times you are allowed to press each button.), Timer Mode, Memory Mode (Memorizes "password" sequences.) and Top Secret Mode (Built in game).

N-Pro

Manufacturer QuickJoy
Type Video game controller
License nr. SV-305

- On the joypad there's a small "screen" with 6 small red led lights, which will light up when you move the stick or press fire, the feature can be switched off.
- The stick has 3 different Auto-Fire modes. The joystick works for both right and left handed people. Also on the bottom side of the joypad is a small lid, leading to a small room inside the joystick, but this is for absolutely no use at all.

"geocities.ws"

Turbo Touch 360

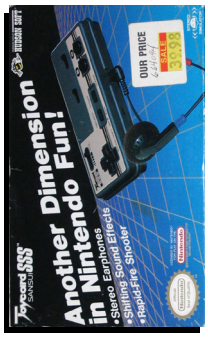
Manufacturer Triax
Type Video game controller
Release date 1992

- The Turbo Touch 360 is a series of aftermarket third-party controllers made by Triax for the NES, SNES, and Sega Genesis. What separated them from other controllers on the market was the fact that instead of a D-pad, they had a touch-sensitive panel, much like the touchpad on a modern notebook computer. The idea was to reduce repetitive strain injury to the player.
- Other than the touchpad, the controllers had a standard set of features for controllers of the time, with turbo support.
- The controller was ranked the ninth worst video game controller by IGN editor Craig Harris.

Joycard Audio Joypad

Manufacturer Sansui
Publisher Hudson
Type Video game controller
License nr. HC66-7

- An alternate title for the joypad is Joy Cart Sansui SSS.
- The Joycard Sansui SSS is a heavy controller, weighing in at almost double a standard NES controller, and designed to be more similar to a Famicom controller than an NES controller it has a very special aspect. The weight is because of the sound processing hardware inside of the controller. By plugging the red RCA plug into the red port on the side of the NES and headphones into the controller itself, you will hear pseudo stereo sound from your mono NES.



Starmaster

Manufacturer Kraft
Type Video game controller

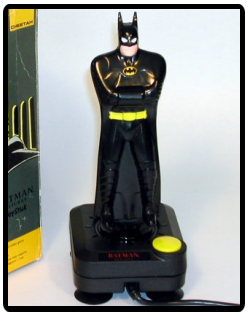
- Instead of a trigger, it has a button on the top of the stick. The B button is on the base along with the start and select buttons. It has four suction cup feet below the base, allowing the joystick to be temporarily attached to a table top for single hand operation.
- The Starmaster came out for several different game systems, most notably for the Atari 2600.

Cheetah Joystick Series

Publisher Carolco
Manufacturer Cheetah
Type Video game controller
Release date 1992

Cheetah CharacteriStick range:
- Alien 3 Joystick
- Bart Simpson Joystick
- Batman Returns Joystick
- Batman The Animated Series Joystick
- Terminator Joystick

Considering their rarity, they were likely not very popular and few were actually sold.
Good for display perhaps, but not for anything else.



Grip•it

Manufacturer Richwide Tech
Type Video game controller
License nr. G-101

- The Grip It is a one-handed Nintendo controller. It has six buttons and a motion sensor, were the direction you move your control is the direction you moves on the screen. There a also 2 LED lights on the top.
- A feature on the Grip It is a special plug, were one side fits into a Nintendo and the other is used for the Sega Genesis.

The Game Handler

Manufacturer IMN Control
Type Video game controller
License nr. GH-001

- The Game Handler was a strange controller which allowed the user to play the NES using one hand. It featured turbo buttons, slow motion and also let you do certain things in games like make Mario run backwards.
- Included with the Game Handler was a VHS instructional video. It consisted of tips and videos from NES games on how to play using the controller. The VHS is about 10 minutes long and can be seen in its entirety on youtube.

Hotseat game chair

Manufacturer POWER INC.
Type Video game controller

- A large "seat" controller made entirely in plastic, with attached flight-stick style joystick. The stick really only emulates the buttons on a NES pad, while the movements you make in the seat control the directions (rock left to steer left, Rock forward to move up, ect..). On the right arm rest there is what resembles a joystick with severeal buttons. "Run" works as a Start button, "A" is an index finger trigger, "B" on the thumb button. It also has a "Select" and a "Turbo" switch.
- The black version are considered harder to find.

The Mothership

Manufacturer Suncom
Type Video game controller
License nr. NMS-003

- The Mothership from Suncom turns a standard NES controller into joystick.
- From the joysticks original box:

"The Mother Ship Story. You've never played until you've played with Mother Ship! Unique in all the universe, Mother Ship envelopes and fully conceals Nintendo's own, original, rectangular box hand controller. By converting to an aircraft-style, pistol grip joystick with Mother Ship, you'll enjoy higher scores, easier play and greater comfort than you've ever had before."

NES Controller Accessories

This is two small pages of list of Accessories for Nintendo controllers. Both licensed and unlicensed. Controller accessories are items that enhance or change a NES controller.

Most of the items here are only usable for the regular NES-004 controller.

Super Extendo

Manufacturer Curtis/Nuby Manufacturing Co
Type Video game controller accessories
License nr. NC-1

- Super Extendo is just a extension cable for you controller. The user take one end and plug it into the NES console, and the other end to the cord coming out of your controller.
- The box includes two 6 feet extension cables

Power Grips

Manufacturer Dynasound Organizer
Type Video game controller accessories

- Power Grips are placed onto a regular NES Controller to help make the controller more comfortable to hold. The Power Grips can be stretched to fit on several controllers that are similar in shape and size to the NES Controller, but they fit and function best on the standard NES Controller.
- A problem with the Power Grips is that they tend to slip off of the NES Controller if the player grips them too powerfully.
- They are fairly hard to find making them a collectible item.

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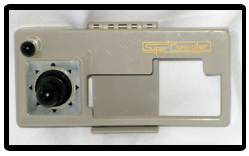
Super Controller

Manufacturer Bandai
Type Video game controller accessory
Release date 1987
License nr. 06219

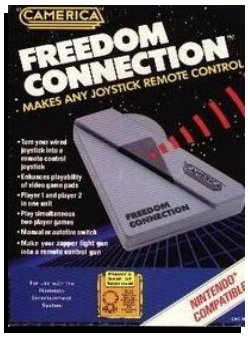
- The Super Controller was a plastic clip-on device that was supposed to allow the player to have a better NES playing experience. The original NES controller could be inserted inside by snapping open the back. The Super Controller still allowed the player to use the original A, B, Start, and Select buttons on the NES controller; the only difference was an arcade stick-like knob that fit over the D-pad of the original NES controller.
- This accessory for the NES was never really considered to be successful, also considering the fact that there were better first- and third-party controllers.



Freedom Connection

Manufacturer Camerica
Type Video game controller accessory
Release date 1988
License nr. CAC-267

- The Freedom Connection allows you to turn any controller into a wireless controller. This is done by plugging your controller into the main piece, and aiming it at the sensor, which you plug in your NES. It also has a 1P/2P switch that allows for passing the controller as well.
- The Freedom Connection is packaged in a box and includes one receiver, one transmitter, and an instruction manual.



Doc's Fix-A-Pad

Type Video game controller accessories

- As the NES system ages or is heavily played, buttons and parts may begin to wear out. Causing cross directional, A & B, and Start & Select switches to stop working. Fix-A-Pad contains the parts necessary to rebuild 2 Nintendo controllers including a controller srew driver and how-to directions.
- The package shows the kit coming with four yellow buttons, two orange d-pads, and black screwdriver. But it is known to be several different variants of colors. The accessories also came in either cardboard packaging or a plastic shell case.

NES Light-Gun

A light gun works where it has a single light sensor in the tip, which picks up light from the part of the screen it is aimed at. Given that the CRT TVs used at the time essentially instantaneously displayed the signal sent from the console, this was quite sufficient.

When the trigger is pulled, the console would display a flash of light from the location of each target in sequence. Whichever flash produced a pulse from the sensor indicated a hit target.

All of this is fundamentally dependent on the low-persistence nature of CRTs: each location on the screen emits light only when the input signal passes them as it sweeps out the entire image. This is very different from modern LCD displays, where each individual pixel is a device which changes state between passing or blocking light from the backlight, and the timing of the display change is dependent on the internal digital processing in the display.

"Kevin Reid & Wikipedia"

Videoblaster

Manufacturer Camerica
Type Light Gun

- The Video Blaster is light weight, and it is designed to look like a six shooter gun, complete with a pull down hammer that you can cock back for single shots.
- The light gun also has an striking ressembles to the FamiCom revolver-style handgun.
- The Videoblaster is a rare item. It may come from the cause that it looks like a "real" gun, with only a orange part at the inside of the tip.

ProBeam

Manufacturer Nexoft
Type Light Gun
License nr. 2000

- The Dominator ProBeam universal wireless infra-red lightgun video system is a item that turns your NES into a wire-less remote controlled System.
- The light-gun has a scope with cross hairs and a custom chip technology that allows instantaneous scoring.
- It features futuristic styling and easy grip for two handed shot control.
- The Light Gun is licensed by Nintendo.

"nesrepairshop.com"

Laserscope Headset

Manufacturer Konami
Type Light Gun

- The Konami LaserScope is a head-mounted light gun. Laserscope originally released the peripheral in 1990, for the Famicom under the name Gun Sight.
- The LaserScope was manufactured specifically for one Konami game, Laser Invasion, but could be used with any game that used the NES Zapper as a peripheral.
- The system did not use an actual gun, but instead was a headset with a microphone and a laser-guided crosshair that covered one eye. The LaserScope was powered through the audio port of the NES, which enabled the user to hear the game audio as well. All a user was required to do was say "fire" and the gun, supposedly, would fire at the target.

Video Shooter

Manufacturer Placo
Type Light Gun
License nr. 2000

- The Video Shooter is cordless, and it has a built in scope though not as large as the Probeam's scope. The Video Shooter runs on 4 AA batteries, and every time you pull the trigger a red light lights up in the back.
- A problem the Video Shooter have, is that the reciever doesn't work very well, making it hard to succeed in the zapper games using this lightgun.

"angelfire.com"

Scope

Publisher SVI
Manufacturer Quickshot
Type Light Gun accessories
License nr. QS-132

- The Quickshot sighting scope is an accessory produced originally by Quickshot Supervision. The full title of the scope is: QuickShot QS-132 Sighting scope. It is also known as a Deluxe Sighting Scope. The scope itself in a greyish colour and is very detailed with fake screws.
- The Quick shot sighting scope clicks onto the Nintendo zapper quite easily. The plastic plugs click into the zappers' holes. The scope has an adjustment mechanism which is even rarer than the scope itself. Finding a complete scope and adjuster is hard.

"gamesniped.com"

NES Hardware Enhancer

A hardware enhancer can be seen as bypassing the security circuit chip or getting codes from a game. These pages consist of some of the more known NES hardware enhancers.

Cheat devices like the Game Genie worked by finding locations in the game code, then insert new numbers into them. So by finding "How Many Lives Left" in Super Mario Bros., the user could switch the standard number of lives with a much bigger number, and play the game with effectively infinite lives.

A software changer/enhancer involving bypassing the lock-out chip was made for playing unlicensed games or games from other regions. The more populare of the lock-out bypass was probably the Aladdin Deck Enhancer. The idea behind it was to provide a cheaper means with which to make the game cartridges, mainly because each cartridge requires its own 10NES lock-out chip, RAM and extra circuitry. Camerica was one of the major purveyors of unlicensed NES games, so the Deck Enhancer was a logical creation for them. Also, since the slot for the actual game was much smaller, less material was needed to produce a cartridge.

Game Action Replay

Manufacturer	STD
Type	Video game accessories
Release date	1991
License nr.	SV-801

- What this cart does is that it allows the user to save in almost any game and at any point in the game they wish to save.
- The cart does not fit a regular NES system. Also, the program that runs the Game Action Replay, was stored in some sort of RAM, which was powered by a battery included in the cartridge. Once this battery run dry the Game Action Replay wouldn't be much more than a piece of plastic.

"nesworld.com"

Pro Action Replay

Manufacturer	Datel
Type	Video game accessories

- The Pro Action Replay was Datels answer to Codemasters Game Genie. The Action Replay certainly wasn't nearly as popular as the Game Genie brand back in the NES days, due to poor distribution and code availability.
- It was designed and manufactured by Datel Electronics Ltd in the UK.
- The Pro Action Replay came packaged with a small code book featuring codes for 19 popular NES titles. While the Game Genie came with a code book of over 290 games, it does not come with a "Trainer". The Pro Action Replay does. The "Trainer" may be accessed from the menu screen and enables the user to discover new codes for any game.

"consoledatabase.com"

10 pin to cart dongle

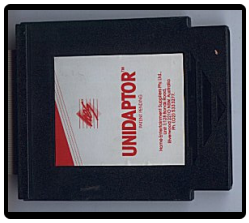
Manufacturer HES
Type Software changer

- The HES Unidaptor is a video game adapter which allows any NES console game to be operated on any NES hardware despite the 10NES region security chip. The original HES Unidaptor is quite a bulky device with a cartridge that slips into the NES unit, and straps over the top of the NES. The component that lies atop of the NES has three slots. Slot 1 is the master slot which is where the user inserts an official licensed NES game compatible with the NES hardware so that the 10NES chip can read the country code from the master's EPROM. The others, Slot 2 and Slot 3 (called the slaves), allowed the user to insert either a 72-pin NTSC/PAL cartridge to play or a 60-pin Famicom respectively.

Unidaptor MKII

Manufacturer HES
Type Software changer

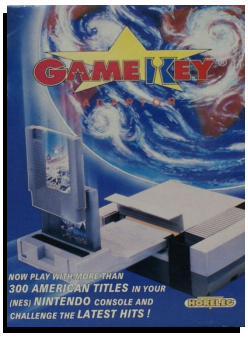
- The more refined and cheaper version of the HES Unidaptor was released, with more similar in appearance to HES games. It was simply a cartridge that slotted into the NES, which had two 'Piggy back' slots (the bottom being the master and the top being the slave).
- This unit only supported 72-pin NTSC/PAL cartridges.
- A problem that the Unidaptor MKII has is that the cartridge becomes top-heavy once the local and foreign games are connected to it, and this can put some strain on both the Unidaptor MKII itself as well as the connectors on the inside of the system.



Aladdin Deck Enhancer

Developer Codemasters
Manufacturer Camerica
Type Software changer
Release date 1992

- The Aladdin Deck Enhancer is a cartridge based system that allows software on Compact Cartridges to be played on the NES.
- It was had a planned library to reach a total 24 games by the end of 1993. However, only seven games were actually released.
- The idea behind the Aladdin Deck Enhancer was to provide a cheaper means with which to make the game cartridges mainly because each cartridge requires its own 10NES lock-out chip, RAM and extra circuitry.



Game Key Lockout chip bypass

Manufacturer **Horelec**
Type Video game accessories

- The GameKey was packed with a UK or American game and was sold for around US$25.
- The GameKey does have its compatibility problems with some US carts.
- You use a game that matches the region of the console in the back slot and put the game that you want to play in the front slot. It basically takes the pins from the back unit to match up the lockout chip. This is also a way of getting around some color dream games that might put an unnecessary shock to your system.

"nesworld.com"

Game Genie adapter for top load NES (black)

Manufacturer Camerica
Publisher Galoob
Type Game software accessory
Release date 1993

- The game genie had a thicker card to help with worn contacts on the front loader nes. This is also why it doesn't work with the top loader, the connector cannot handle the thicker card unless you really force it in, but this may damage the connector. Galoob made an adapter to fix this, it was free, all you had to do was ask for it.
- The adaptor is considered rare by collectors and often goes for a high price on ebay.com.

Game Genie

Manufacturer Galoob
Type Video game accessories
License nr. 7356

- The Game Genie was a device shaped like an NES cartridge cut in half that when used allowed the player to enter "codes" which modified the game data allowing the player to cheat. It was attached to the end of an NES game and the whole assembly was then inserted into the NES. The codes had many effects, most often giving the player some form of invulernability or infinite ammo or some such modification. The codes came in a little booklet shipped with the Game Genie, but now all of these and many more discovered or created by players can be found online. There are whole websites dedicated to just Game Genie codes.

"fact-index.com"

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IF THE WORLD ENDS TOMORROW IT'S ALL YOUR FAULT.
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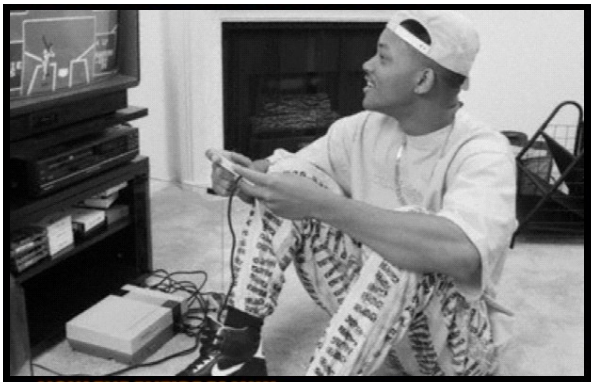
NES Accessories

The NES had alot of weird accessories.
These two pages consist of a small sample of the more known NES accessories.



3D Glasses

Type Video game accessories

- These glasses were available from an offer shown in the Nintendo Fun Club News #4 - Winter 1987. It required you to send in a coupon, a UPC from the Rad Racer box as well as a couple of tips on playing Rad Racer. The offer was eventually discontinued.

Teleplay modem

Manufacturer Baton
Type Video game accessories
Release date 1993

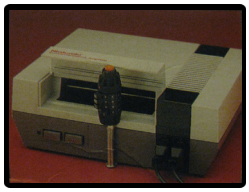
- The Teleplay Modem was a modem for the NES created by Keith Rupp and Nolan Bushnell, designed to provide online play between NES users, while also possessing compatibility with the Sega Genesis and Super Nintendo.
- The first prototype, called the Ayota Modem, had a maximum speed of only 300 bit/s, too slow to render normal NES quality graphics. It was unveiled at the 1992 consumer electronics show in Las Vegas, where it received a fairly good reception.
- Three games were developed internally (Battle Storm, Terran Wars and Sea Battle) but never released. Both Nintendo and Sega refused to license the Teleplay Modem or the games developed for it.

Homework First combination NES lock

Manufacturer Master Lock Co.
Type Video game system accessories
Release date 1989

• In 1989, an Illinois based company called Safe Care Products created the Homework First Lock; a combination lock designed to help regulate unauthorized Nintendo usage. In fact, the idea for the product came about when Safe Care president, Tom Lowe, heard that a friend's son "stayed up all night playing Nintendo instead of studying for his finals." This device was never licensed by Nintendo, however Lowe managed to sell a few thousand of these units by phone and toy stores, with the help of endorsements from The Council for Children's Television and Media.

"http://nesartifacts.blogspot.no"



GameSounds Remote Headphones

Manufacturer Lightwave Tech.
Type Video game system accessories
Release date 1991
License nr. #GEX103

• An alternate Title is "GameSounds Receiver".

• Gamesounds is a very rare remote headphone headset for the NES, that doubles as a FM Radio. This is a official Nintendo Licensed head set device that connects to your NES' AV ports.

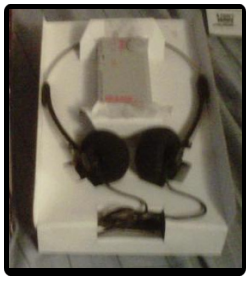
GameSounds System Package

Manufacturer Lightwave Tech.
Type Video game system accessories
Release date 1991
License nr. #GAM102

• The gamesounds system package contains one receiver and one transmitter.

• want to play with a friend, or two, or more? No problem! Just add-on extra receiver packages at any time. When you add-on extra receivers, no extra transmitter is needed. And you can add as many receivers as you like, because gamesounds work cordlessly.

• Receiver had reach of over 20 feet.



NES Clone Systems

Owing to the popularity and longevity of the NES, the system has become one of the world's most cloned video game consoles. Such clones are colloquially called Famiclones (a portmanteau of "Famicom" and "clone"), and are electronic hardware devices designed to replicate the workings of, and play games designed for, the NES. Hundreds of unauthorized clones and unlicensed copies have been made available since the height of the NES popularity in the late 1980s. The technology employed in such clones has evolved over the years: while the earliest clones featured a printed circuit board containing custom or third party integrated circuits (ICs), more recent (post-1996) clones have utilized single chip designs, with a custom ASIC which simulates the functionality of the original hardware, and often includes one or more on-board games. Most devices originate in Asian nations, especially China and Taiwan, and to a lesser extent South Korea.

In some locales, especially South America, South Africa, and the former Soviet Union, where the NES was never officially released by Nintendo, such clones were the only readily available console gaming systems. Elsewhere, such systems could occasionally even be found side by side with official Nintendo hardware, often prompting swift legal action.

Phantom System NES deck

Manufacturer Gradiente
Type NES clone

- The Phantom System was the first Brazilian famiclone, released by Gradiente during the end of the 1980s, and was compatible with NES cartridges. This console can therefore be considered a clone of the NES, at least in technical aspects. Gradiente launched it at a time when Nintendo didn't show any interest in launching the NES in Brazil. Therefore, they pounced and launched the Phantom System to meet a growing demand for a community of avid gamers looking for new systems, with the market being saturated with Atari 2600 clones. The Phantom System eventually became the most popular NES clone in Brazil.

"http://bootleggames.wikia.com"

Dendy

Manufacturer Steepler
Type NES clone
Release date 1992

- Dendy (Russian: Дéнди) is a Taiwanese hardware clone of the NES, produced for the Russian market. Since no officially licensed version of the NES was ever released in the former USSR, the Dendy was easily the most popular video game console of its time in that region, and enjoyed a degree of fame roughly equivalent to that experienced by the NES/Famicom in North America and Japan. By 1994 over one million Dendy units were sold in Russia and the price was roughly $35.
- The console had its own animated Russian television commercial with the phrase "Dendy, Dendy! We love Dendy! Dendy -- everyone plays it!".

Mega Joy 2000 in 1 complete system

Manufacturer noname
Type NES clone
License nr. TN6001

- The Mega Joy 2000 is a console and controller in one. You plug the scart-lead straight into tv and of you go.
- The console can run of 4AA batteries or of a 12 volt adapter.
- The games are the usually bootleg of classic NES and FamiCom games, like Super Mario Bros., Tetris and Bomberman. The console brags about having 2000 games, but as usual, most of the games are just hacks of the same games that are already on the console.

NASA NS-90A Action Set

Manufacturer NASA
Type NES clone
License nr. NS-90A

- The console doesn't come with any cartridge included, but like almost all clones the console has a multicart built-in. In this case there's a 10.000.000 in 1 built into the console, however it only contains 14 different games, but some often not seen on a multicart, such as Major League Baseball and Sachen's Metal Fighter game.

Game Axe handheld color NES unit

Manufacturer Redant
Type NES clone
Release date 1995
License nr. FC-868

- The Game Axe was sold in Hong Kong, Taiwan, and Japan. It is a portable Famiclone that can play Famicom games, and by using the included adapter, American and European NES games.
- Due to the necessity of an extra adapter, the Game Axe suffers severe stability issues if playing NES games while holding the device. Any jarring of the hand held causes NES games to lose enough contact to freeze or shut off.

Polystation

Type NES clone

- PolyStation is the name given to many PlayStation-like NES hardware clones. The cartridge slot of these systems is located under the lid which, on a PlayStation, covers the disc drive.
- The Polystation consoles are sold under many different names, including PS-Kid, Game Player, PSMan and Play & Power; there are also a number of variations on the Polystation name, such as PolyStation II, PolyStation III and Super PolyStation. Some of these consoles resemble the original PlayStation, others the PSone redesign, and others the PlayStation 2. Recent variations of the PolyStation resemble the PlayStation 3, some of which sold under the name Funstation 3. Some variations include built-in pirated games, and in many cases these games are hacked.

Terminator 2

Manufacturer Gradiente
Type NES clone

- Terminator 2 was a video game console and a a hardware clone of the Famicom.
- This particular Nintendo-clone was hugely popular in Poland, Serbia, Croatia, Bulgaria, Romania, Pakistan, India, Iran and Bosnia, where it has gained cult status, and is still widely available on auction websites and flea markets. Due to economical restraints, the fourth generation consoles such as the Mega Drive or SNES were not popular in these countries. It left a mark in pop culture and 1990s youth, establishing itself as antonomasia for 8-bit video gaming, to the point of being more popular than the original.

Pegasus

Manufacturer Micro Genius
Type NES clone
Release date 1992

- This particular Famiclone was hugely popular in Poland, Serbia, and Bosnia, where it has gained cult status, and is still widely available on auction websites and flea markets.
- The typical retail set included the system, two detachable controllers (both with "turbo" buttons, which meant 4 buttons in total; 6-button controllers also existed.), a light gun (very similar in design to NES Zapper), power supply, RF cable, as well as audio-video RCA connectors. The system itself did not include any built-in games, but was bundled with a pirated cartridge labelled "Contra 168-in-1", which contained a few of the best-known NES titles, like Contra and Super Mario Bros.

Generation NEX

Manufacturer Messiah Entertainment, Inc.
Type NES clone
Release date 2005

- The machine is designed to play most games released for the Nintendo Famicom and its American/European equivalent, the Nintendo Entertainment System. The console takes both the Japanese Famicom 60-pin and North American/European NES 72-pin cartridges used by Nintendo.
- Patrons of the website NES Dev forums claim to have demonstrated that the NEX system incorrectly wires the cartridge port in a way that could potentially damage NES carts played in the system, as well as the system itself. There have, however, been no reports of NES carts actually being damaged by the Generation NEX.

FC Twin

Manufacturer Qishenglong
Type NES clone
Release date 2006

- The FC Twin (also known as FC X2) is a Famiclone that can play NES and SNES games. The system has been well-received due to the increasing scarcity of the original hardware.
- Similar remakes exist, both by Qi Sheng and others, such as the FC 3 Plus, RetroN 3, Retro Duo, Gen-X Dual Station, GN Twin, etc.
- The FC Twin does not always produce sounds faithfully, even with mono output; sound effects in the Super Mario Bros. series games for example will immediately seem different. Nevertheless, some later models of the console produce NES sound much more faithfully than earlier units.

Yobo Neo Fami

Type NES clone

- The system is small and light. It's available in many colors. It's top loading and features a built in 72-pin connector that services North American NES games and actually requires an adaptor to play Famicom games. The connector is high-quality, eliminating all the problems of the NES's blinking screens.
- Whereas the Japanese Neo Fami used standard 9-pin pirate controllers, the design has been changed for the 7-pin controllers that the actual NES uses! This means that if you don't like the controllers the system comes with (which feature slow-motion, just like NES Advantage, and an LCD light, for some reason) you can swap them out for any real NES controller; the standard, MAX, Power Glove, the zapper, Advantage or NES2 dogbone all work fine on the Yobo.

"famicomworld.com"

Weird & Rare NES Stuff

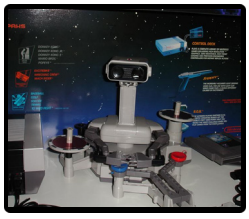
These pages consist of some of the more obscure and rare Nintendo merchandises.

The popular “M series” of Nintendo items, consist of Nintendo display units for the early Nintendo consoles. For an almost complete M series list, please visit: “*nintendoage.com”*.

DuckTales Remastered Press Kit

Manufacturer Capcom
Type Video game
Release date 2013

• For promotion of the game, DuckTales: Remastered, Capcom sent 150, limited edition, gold NES cartridges with the original game, featuring the Remastered art as the sticker, inside a collectible lunchbox, to different members of the gaming press. Also included were recreated ads for some of Capcom’s NES games, such as Mega Man 3, a coupon for the “Green Cheese of Longevity” featured in the game and a fake ad for an upcoming cassette soundtrack from the game. All included items were padded into the box by a ground made of actual, shredded U.S. dollar bills. It was revealed in late August that Capcom was giving the remaining press kits away until the release of the game on Xbox Live, through various contests.



Display Unit (NES-M9)

Manufacturer Nintendo
Type Display
License nr. M9

• The display unit comes in a plexiglass case and features all components of Nintendo Deluxe Set. The components are all non-working (dummy) product.

• A foot or a “Pedestal” was made for the M9 display and served as a base for the M9 display. The base license number is M9A.

Display Unit (NES-M36)

Manufacturer Nintendo
Type Display
License nr. M36

- Lighted World of Nintendo sign with stars
- Inside the sign a motor is running with a lighted disc, where colors animates the fiber optic lights on the front of the sign. The sign changes colors between Red and white repeating the animation effect every few seconds. The backside of the sign has a Nintendo logo and does not light up. The sign is metal framed.
- Nintendo also made a Fiberoptic Sign with multi-image design with the same license number as the first one.

Display Unit (NES-M82)

Manufacturer Nintendo
Type Demonstration Unit
License nr. M82

- The Nintendo M82 is a demonstration unit for the NES to allow customers to try games in-store before purchasing them. The full title on the machine was the M82 Game Selectable Working Product Display.
- The machine was fundamentally different from the more arcade orientated PlayChoice, because it used consumer NES cartridges instead of the latter's proprietary ROM chips.
- Nintendo also developed other in-store demonstration units; however, the M82 seems to be the common variety of these Nintendo systems.

Minnesota Lottery Modem

Manufacturer Nintendo
Type Video game accessory

- In 1988, Nintendo released a modem for its Famicom system in Japan. It didn't allow for online play; but for downloadable stuff and access to basic news and information services. The device was never released in the United States, but Nintendo figured at the time they had a entry path for the add-on: the lottery.
- Nintendo partnered with CDC (Control Data Corporation) and got the blessing of the State of Minnesota to trial a system where the NES could be used as a means for people to play the lottery from their living room.
- The complexity of the tech and political pressure made Nintendo quickly and quietly drop the plans.

"kotaku.com"

Sharp Nintendo Television (19SV111)

Developer	SHARP
Type	Video game console
Release date (us)	September 1989
License nr.	19SV111

- The Television With Built-In NES (or Game Television) is the name given to two offcially-licensed 19" televisions created by SHARP in 1989 - 1990 with a built-in NES known as the SHARP 19SV111 and SHARP 19SC111.
- The SHARP 19SV111 is the first television with built-in NES. These models were sold at Sears and Kmart.
- Both televisions also came with accessories. A fairly normal remote control and two individually boxed black controllers.

"nes.wikia.com"

Sharp Nintendo Television (19SC111)

Developer	SHARP
Type	Video game console
Release date (us)	January 1990
License nr.	19SC111

- The SHARP 19SC111 was the second Television With Built-In NES. This system was released after the SHARP 19SV111. This is the same system as the SHARP 19SV111, with the only exception of the sleeker design. This system is also rare because of its poor sales due to high price. This system was used as a display model in stores, like Sears, and motels and is extremely rare because it was not for sale to the public. An estimated 200 units were made, but it is unknown how many still exist because many were thrown away once the NES was outdated. In addition, no original boxes for either have surfaced.

"nes.wikia.com"

PlayChoice-10

Distributor	Nintendo
Type	Arcade
Release date	1986
Cabinet	Standard and tabletop

- Having found success in the home console market with the NES, Nintendo developed arcade hardware to run its most popular NES games inside an arcade cabinet.
- Each machine had a different mix of games in it. Instead of a player getting to play one game until it was finished, the player got a fixed time limit to play as many PlayChoice games as they wanted to.
- Because the PlayChoice-10 outputs RGB video using a slightly different palette, games did not look exactly the same as they did on the NES.

NES Mission Control

Manufacturer Rocket Science Production
Type Video game development system

- The NES 'Mission Control' Development system was made to test game development on the NES. It seems Nintendo didn't have an official Development System in the early days of the NES, so some companies opted to build their own.
- Bill & Ted's Excellent Adventure and The Mutant Virus were developed on this system.
- The system was connected directly to a modified NES via a cable. Special RAM cartridges were created to load the game code into.

NES Test Station

Manufacturer Nintendo
Type Video game development system
Release date 1988

- The NES Test Station was a NES testing machine with the ability to test games, accessories and hook-ups.
- The device only appeared at World Of Nintendo retailers and was used by employees to test customers' Nintendo Entertainment System paraphernalia. The three main buttons on the front side of it are 'AV/RF' (green), 'Reset' (blue), and 'Power' (red) from left to right.
- The unit itself is very large, weighing almost forty pounds, and securely hooks up to the television through both AV Cables and RF Switch in one wire.

Famicom 3D System Scope

Manufacturer Nintendo
Type Video game accessory
License nr. HVC-031/HVC-032

- An advanced 3D system released for the Famicom that received video signals through two 3.5mm jacks and displayed 3-dimensional images using the liquid crystal shutter display glasses on compatible games.
- Only 7 games were compatible with the system, which included Nintendo's Famicom Disk System racing game 3D Hot Rally.
- In the U.S., compatible games were released using a standard pair of 3D glasses, which included 3D World Runner and Rad Racer, both developed by Square.

Complete NES LIST

This is, hopefully, a complete list, of every licensed games on the NES. The lists that follows are made for you to cross out the games you own. “C” means cart. “I” means the manual (info) and “B” means box. If you have Mega Man 2 with the cart and the manual, you check out “C” and “I”. This is a list thats suits the ones that just want every game, regardless of region code or variation.

Game Title	Alternative Game Title	Pg	C	I	B
10-Yard Fight		44			
1942		44			
1943: The Battle of Midway		44			
3-D WorldRunner		45			
720°		45			
8 Eye’s		45			
Abadox		46			
The Addams Family		46			
The Addams Family: Pugsley’s Scavenger Hunt		46			
Advanced Dungeons & Dragons: DragonStrike		47			
Advanced Dungeons & Dragons: Heroes of the Lance	Heroes of the Lance: Advanced Dungeons & Dragons	47			
Advanced Dungeons & Dragons: Hillsfar	Hillsfar: Advanced D&D	47			
Advanced Dungeons & Dragons: Pool of Radiance		48			
Adventure Island	Adventure Island Classic	48			
Adventure Island II		48			
Adventure Island 3		49			
Adventures in the Magic Kingdom		49			
The Adventures of Bayou Billy		49			
Adventures of Dino Riki		50			
The Adventures of Gilligan’s Island		50			
Adventures of Lolo		50			
Adventures of Lolo 2		51			
Adventures of Lolo 3		51			
The Adventures of Rad Gravity		51			
The Adventures of Rocky and Bullwinkle and Friends		52			
The Adventures of Tom Sawyer		52			
Air Fortress		52			
Airwolf		53			
Al Unser Jr.’s Turbo Racing	Turbo Racing	53			
Alfred Chicken		53			
Alien3		54			

Game Title	Alternative Game Title	Pg	C	I	B
All-Pro Basketball		54			
Alpha Mission		54			
Amagon		55			
American Gladiators		55			
Anticipation		55			
Arch Rivals	Arch Rivals: A BasketBrawl	56			
Archon		56			
Arkanoid		56			
Arkista's Ring		57			
Asterix		57			
Astyanax		57			
Athena		58			
Athletic World		58			
Attack of the Killer Tomatoes		58			
Aussie Rules Footy		59			
Back to the Future		60			
Back to the Future Part II & III		60			
Bad Dudes Vs. DragonNinja	Bad Dudes	60			
Bad News Baseball		61			
Bad Street Brawler		61			
Balloon Fight		61			
Banana Prince		62			
Bandai Golf: Challenge Pebble Beach		62			
Bandit Kings of Ancient China		62			
Barbie		63			
The Bard's Tale		63			
Barker Bill's Trick Shooting		63			
Base Wars	Base Wars: Cyber Stadium Series	64			
Baseball		64			
Baseball Simulator 1.000		64			
Baseball Stars		65			
Baseball Stars 2		65			
Bases Loaded		65			
Bases Loaded II: Second Season		66			
Bases Loaded 3		66			
Bases Loaded 4		66			
Batman		67			
Batman Returns		67			
Batman: Return of the Joker		67			
Battle Chess		68			
The Battle of Olympus		68			
Battle Tank	Battle Tank, Garry Kitchen's	68			
Battleship		69			
Battletoads		69			
Battletoads & Double Dragon		69			
Beetlejuice		70			

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Best of the Best: Championship Karate		70			
Bigfoot		70			
Bill & Ted's Excellent Video Game Adventure		71			
Bill Elliott's NASCAR Challenge		71			
Bionic Commando		71			
The Black Bass		72			
Blades of Steel		72			
Blaster Master		72			
The Blue Marlin		73			
The Blues Brothers		73			
Bo Jackson Baseball		73			
Bomberman		74			
Bomberman II	Dynablaster	74			
Bonk's Adventure		74			
Boulder Dash		75			
A Boy and His Blob: Trouble on Blobolonia		75			
Bram Stoker's Dracula		75			
Break Time: The National Pool Tour		76			
BreakThru		76			
Bubble Bobble		76			
Bubble Bobble Part 2		77			
Bucky O'Hare		77			
The Bugs Bunny Birthday Blowout	Bugs Bunny Blowout, The	77			
The Bugs Bunny Crazy Castle		78			
Bump 'n' Jump		78			
Burai Fighter		78			
BurgerTime		79			
Cabal		80			
Caesars Palace		80			
California Games		80			
Capcom's Gold Medal Challenge '92		81			
Captain America and The Avengers		81			
Captain Planet		81			
Captain Skyhawk		82			
Casino Kid		82			
Casino Kid 2		82			
Castelian		83			
Castle of Dragon		83			
Castlequest		83			
Castlevania		84			
Castlevania II: Simon's Quest		84			
Castlevania III: Dracula's Curse		84			
Caveman Games		85			
Championship Bowling		85			
Championship Pool		85			
Championship Rally		86			

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Chessmaster		86			
Chip ‘n Dale: Rescue Rangers		86			
Chip ‘n Dale Rescue Rangers 2		87			
Chubby Cherub		87			
Circus Caper		87			
City Connection		88			
Clash at Demonhead		88			
Classic Concentration		88			
Cliffhanger		89			
Clu Clu Land		89			
Cobra Command		89			
Cobra Triangle		90			
Code Name: Viper		90			
Color a Dinosaur		90			
Commando		91			
Conan: The Mysteries of Time		91			
Conflict		91			
Conquest of the Crystal Palace		92			
Contra	Probotector	92			
Contra Force		92			
Cool World		93			
Cowboy Kid		93			
Crackout		93			
Crash ‘n the Boys: Street Challenge		94			
Crystalis		94			
Cyberball		94			
Cybernoid		95			
Dance Aerobics		96			
Danny Sullivan’s Indy Heat	Indy Heat	96			
Darkman		96			
Dash Galaxy in the Alien Asylum		97			
Day Dreamin’ Davey		97			
Days of Thunder		97			
Deadly Towers		98			
Defender II		98			
Defender of the Crown		98			
Defenders of Dynatron City		99			
Déjà Vu		99			
Demon Sword		99			
Desert Commander		100			
Destination Earthstar		100			
Destiny of an Emperor		100			
Devil World		101			
Dick Tracy		101			
Die Hard		101			
Dig Dug II		102			

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Digger T. Rock: Legend of the Lost City		102			
Dirty Harry: The War Against Drugs		102			
Disney's Aladdin		103			
Disney's Beauty and the Beast		103			
Disney's Darkwing Duck		103			
Disney's The Jungle Book		104			
Disney's The Lion King		104			
Disney's The Little Mermaid		104			
Donkey Kong		105			
Donkey Kong 3		105			
Donkey Kong Classics		105			
Donkey Kong Jr.		106			
Donkey Kong Jr. Math		106			
Double Dare		106			
Double Dragon		107			
Double Dragon II: The Revenge		107			
Double Dragon III: The Sacred Stones		107			
Double Dribble		108			
Dr. Chaos		108			
Dr. Jekyll and Mr. Hyde		108			
Dr. Mario		109			
Dragon Fighter		109			
Dragon Power	Dragonball	109			
Dragon Spirit: The New Legend		110			
Dragon Warrior		110			
Dragon Warrior II		110			
Dragon Warrior III		111			
Dragon Warrior IV		111			
Dragon's Lair		111			
Dropzone		112			
Duck Hunt		112			
DuckTales		112			
DuckTales 2		113			
Dungeon Magic: Sword of the Elements		113			
Dusty Diamond's All-Star Softball		113			
Dynowarz: Destruction of Spondylus		114			
Elevator Action		115			
Eliminator Boat Duel		115			
Elite		115			
Excitebike		116			
F-117A Stealth Fighter		117			
F-15 Strike Eagle		117			
Family Feud		117			
Faria: A World of Mystery and Danger		118			
Faxanadu		118			
Felix the Cat		118			

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Ferrari Grand Prix Challenge		119			
Fester's Quest		119			
Final Fantasy		119			
Fire 'n Ice	Solomon's Key 2	120			
Fisher-Price: Firehouse Rescue		120			
Fisher-Price: I Can Remember		120			
Fisher-Price: Perfect Fit		121			
Fist of the North Star		121			
Flight of the Intruder		121			
The Flintstones: The Rescue of Dino & Hoppy		122			
The Flintstones: Surprise at Dinosaur Peak		122			
Flying Dragon: The Secret Scroll		122			
Flying Warriors		123			
Formula One: Built to Win		123			
Formula One Sensation		123			
Frankenstein: The Monster Returns		124			
Freedom Force		124			
Friday the 13th		124			
Fun House		125			
G.I. Joe: A Real American Hero		126			
G.I. Joe: The Atlantis Factor		126			
Galaga: Demons of Death		126			
Galaxy 5000		127			
Gargoyle's Quest II		127			
Gauntlet		127			
Gauntlet II		128			
Gemfire		128			
Genghis Khan		128			
George Foreman's KO Boxing		129			
Ghostbusters		129			
Ghostbusters II		129			
Ghosts'n Goblins		130			
Ghoul School		130			
Goal!		130			
Goal! Two	Eric Cantona Football: Goal! 2	131			
Godzilla: Monster of Monsters		131			
Godzilla 2: War of the Monsters		131			
Golf		132			
Golf Grand Slam		132			
Golgo 13: Top Secret Episode		132			
The Goonies II		133			
Gotcha! The Sport!		133			
Gradius		133			
The Great Waldo Search		134			
Greg Norman's Golf Power		134			
Gremlins 2: The New Batch		134			

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The Guardian Legend		135			
Guerrilla War		135			
Gumshoe		135			
Gun-Nac		136			
Gun.Smoke		136			
Gyromite		136			
Gyruss		137			
Hammerin' Harry		138			
Harlem Globetrotters		138			
Hatris		138			
Heavy Barrel		139			
Heavy Shreddin'		139			
High Speed		139			
Hogan's Alley		140			
Hollywood Squares		140			
Home Alone		140			
Home Alone 2: Lost in New York		141			
Hook		141			
Hoops		141			
Hudson Hawk		142			
The Hunt for Red October		142			
Hydlide		142			
Ice Climber		143			
Ice Hockey		143			
Ikari Warriors		143			
Ikari Warriors II: Victory Road		144			
Ikari Warriors III: The Rescue		144			
Image Fight		144			
The Immortal		145			
The Incredible Crash Dummies		145			
Indiana Jones and the Last Crusade (Taito)		145			
Indiana Jones and the Last Crusade (Ubisoft)		146			
Indiana Jones and the Temple of Doom		146			
Infiltrator		146			
International Cricket		147			
Iron Tank		147			
Ironsword: Wizards & Warriors II		147			
Isolated Warrior		148			
Ivan 'Ironman' Stewart's Super Off Road		148			
Jack Nicklaus' Greatest 18 Holes of Major Championship Golf		149			
Jackal		149			
Jackie Chan's Action Kung Fu		149			
James Bond Jr.		150			
Jaws		150			
Jeopardy!		150			

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The Jetsons: Cogswell's Caper!		151			
Jimmy Connors Tennis		151			
Joe & Mac	Joe & Mac: Caveman Ninja	151			
John Elway's Quarterback		152			
Jordan vs. Bird: One on One		152			
Journey to Silius		152			
Joust		153			
Jurassic Park		153			
Kabuki Quantum Fighter		154			
Karate Champ		154			
The Karate Kid		154			
Karnov		155			
Kick Master		155			
Kick Off		155			
Kickle Cubicle		156			
Kid Icarus		156			
Kid Klown in Night Mayor World		156			
Kid Kool		157			
Kid Niki: Radical Ninja		157			
King's Knight		157			
Kings of the Beach		158			
King's Quest V: Absence Makes the Heart Go Yonder!		158			
Kirby's Adventure		158			
KlashBall		159			
Knight Rider		159			
Konami Hyper Soccer		160			
The Krion Conquest		160			
Krusty's Fun House		160			
Kung-Fu Master		161			
Kung-Fu Heroes		161			
Laser Invasion		162			
Last Action Hero		162			
The Last Ninja		162			
The Last Starfighter		163			
Lee Trevino's Fighting Golf		163			
Legacy of the Wizard		163			
Legend of the Ghost Lion		164			
The Legend of Kage		164			
The Legend of Prince Valiant		164			
The Legend of Zelda		165			
Legendary Wings		165			
Legends of the Diamond		165			
Lemmings		166			
L'Empereur		166			
Lethal Weapon		166			

Game Title	Alternative Game Title	Pg	C	I	B
Life Force	Life Force: Salamander	167			
Little League Baseball: Championship Series		167			
Little Nemo: The Dream Master		167			
Little Ninja Brothers		168			
Little Samson		168			
Lode Runner		168			
The Lone Ranger		169			
Loopz		169			
Low G Man: The Low Gravity Man		169			
Lunar Pool		170			
M.C. Kids	McDonaldland	171			
M.U.L.E.		171			
M.U.S.C.L.E.		171			
Mach Rider		172			
Mad Max		172			
The Mafat Conspiracy		172			
Magic Darts		173			
Magic Johnson's Fast Break		173			
The Magic of Scheherazade		173			
Magician		174			
MagMax		174			
Major League Baseball		174			
Maniac Mansion		175			
Mappy-Land		175			
Marble Madness		175			
Mario Bros.		176			
Mario Is Missing!		176			
Mario's Time Machine		176			
Mechanized Attack		177			
Mega Man		177			
Mega Man 2		177			
Mega Man 3		178			
Mega Man 4		178			
Mega Man 5		178			
Mega Man 6		179			
Mendel Palace		179			
Metal Gear		179			
Metal Mech		180			
Metal Storm		180			
Metroid		180			
Michael Andretti's World GP		181			
Mickey Mousecapade		181			
Mickey's Adventures in Numberland		181			
Mickey's Safari in Letterland		182			
Might and Magic Book One: The Secret of the Inner Sanctum		182			

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Mighty Bomb Jack		182			
Mighty Final Fight		183			
Mike Tyson's Punch-Out!!		183			
Millipede		183			
Milon's Secret Castle		184			
Miracle Piano Teaching System		184			
Mission: Impossible		184			
Monopoly		185			
Monster in My Pocket		185			
Monster Party		185			
Monster Truck Rally		186			
Motor City Patrol		186			
Mr. Gimmick!		186			
Ms. Pac-Man		187			
Muppet Adventure: Chaos at the Carnival		187			
The Mutant Virus: Crisis in a Computer World		187			
Mystery Quest		188			
NARC		189			
NES Open Tournament Golf		189			
NES Play Action Football		189			
New Ghostbusters II		190			
The NewZealand Story		190			
NFL		190			
Nigel Mansell's World Championship Racing		191			
A Nightmare on Elm Street		191			
Nightshade		191			
Ninja Crusaders		192			
Ninja Gaiden		192			
Ninja Gaiden II: The Dark Sword of Chaos		192			
Ninja Gaiden III: The Ancient Ship of Doom		193			
Ninja Kid		193			
Nintendo World Championships (Grey)		194			
Nintendo World Championships (Gold)		194			
Nintendo World Cup		195			
Noah's Ark		195			
Nobunaga's Ambition		195			
Nobunaga's Ambition II		196			
North & South		196			
Operation Wolf		197			
Orb-3D		197			
Othello		197			
Over Horizon		198			
Overlord		198			
P.O.W.: Prisoners of War		199			
Pac-Man (Namco)		199			
Pac-Man (Tengen)		199			

Game Title	Alternative Game Title	Pg	C	I	B
Palamedes		201			
Panic Restaurant		202			
Paperboy		202			
Paperboy 2		202			
Parasol Stars: The Story of Bubble Bobble 3		203			
Parodius Da!		203			
Peter Pan and the Pirates		203			
Phantom Fighter		204			
Pictionary		204			
Pinball		204			
Pinball Quest		205			
Pin*Bot		205			
Pipe Dream		205			
Pirates!		206			
Platoon		206			
Popeye		206			
Power Blade		207			
Power Blade 2		207			
Power Punch II		207			
Predator: Soon the Hunt Will Begin		208			
Prince of Persia		208			
Princess Tomato in the Salad Kingdom		208			
Pro Sport Hockey		209			
Pro Wrestling		209			
The Punisher		209			
Puss ‘n Boots: Pero’s Great Adventure		210			
Puzznic		210			
Q*bert		211			
Qix		211			
R.B.I. Baseball		212			
R.C. Pro-Am		212			
R.C. Pro-Am II		212			
Race America	Corvette ZR-1 Challenge	213			
Racket Attack		213			
Rackets & Rivals		213			
Rad Racer		214			
Rad Racer II		214			
Raid on Bungeling Bay		214			
Rainbow Islands: The Story of Bubble Bobble 2	Rainbow Islands	215			
Rally Bike		215			
Rambo		215			
Rampage		216			
Rampart		216			
Remote Control		216			
The Ren & Stimpy Show: Buckaroo$!		217			
Renegade		217			

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Rescue: The Embassy Mission		217			
Ring King		218			
River City Ransom	Street Gangs	218			
Road Fighter		218			
RoadBlasters		219			
Robin Hood: Prince of Thieves		219			
RoboCop		220			
RoboCop 2		220			
RoboCop 3		220			
Robowarrior		221			
Rock ‘n Ball		221			
Rocket Ranger		221			
The Rocketeer		222			
Rockin’ Kats		222			
Rod Land		222			
Roger Clemens’ MVP Baseball		223			
Rollerball		223			
Rollerblade Racer		223			
RollerGames		224			
Romance of the Three Kingdoms		224			
Romance of the Three Kingdoms II		224			
Roundball: 2 on 2 Challenge		225			
Rush’n Attack		225			
Rygar		225			
S.C.A.T.: Special Cybernetic Attack Team	Action in New York	226			
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Seicross		226			
Sesame Street: 1-2-3		227			
Sesame Street: A-B-C		227			
Sesame Street: A-B-C/1-2-3		227			
Sesame Street: Big Bird’s Hide & Speak		228			
Sesame Street: Countdown		228			
Shadow of the Ninja	Blue Shadow	228			
Shadowgate		229			
Shatterhand		229			
Shingen the Ruler		229			
Shooting Range		230			
Short Order / Eggsplode!		230			
Side Pocket		230			
Silent Service		231			
Silkworm		231			
Silver Surfer		231			
The Simpsons: Bart vs. the Space Mutants		232			
The Simpsons: Bart vs. the World		232			
The Simpsons: Bartman Meets Radioactive Man		232			
Skate or Die!		233			

Game Title	Alternative Game Title	Pg	C	I	B
Skate or Die 2: The Search for Double Trouble		233			
Ski or Die		233			
Sky Kid		234			
Sky Shark		234			
Slalom		234			
Smash TV		235			
The Smurfs		235			
Snake Rattle ‘n’ Roll		235			
Snake’s Revenge		236			
Snoopy’s Silly Sports Spectacular		236			
Snow Brothers		236			
Soccer		237			
Solar Jetman: Hunt for the Golden Warpship		237			
Solomon’s Key		237			
Solstice: The Quest for the Staff of Demnos		238			
Space Shuttle Project		238			
Spelunker		238			
Spider-Man: Return of the Sinister Six		239			
Spot: The Video Game		239			
Spy Hunter		239			
Spy vs. Spy		240			
Sqoon		240			
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Stadium Events		241			
Stanley: The Search for Dr. Livingston		241			
Star Force		241			
Star Soldier		242			
Star Trek: 25th Anniversary		242			
Star Trek: The Next Generation		242			
Star Voyager		243			
Star Wars		243			
Star Wars: The Empire Strikes Back		243			
Starship Hector		244			
StarTropics		244			
Stealth ATF		244			
Stinger		245			
Street Cop		245			
Street Fighter 2010: The Final Fight		245			
Strider		246			
Super C	Probotector II: Return of Evil Forces	246			
Super Cars		246			
Super Dodge Ball		247			
Super Glove Ball		247			
Super Jeopardy!		247			
Super Mario Bros./Duck Hunt		248			

Game Title	Alternative Game Title	Pg	C	I	B
Super Mario Bros./Duck Hunt/ World Class Track Meet		248			
Super Mario Bros./Tetris/ Nintendo World Cup		248			
Super Mario Bros.		249			
Super Mario Bros. 2		249			
Super Mario Bros. 3		249			
Super Pitfall		250			
Super Spike V'Ball		250			
Super Spike V'Ball/Nintendo World Cup		250			
Super Spy Hunter		251			
Super Team Games		251			
Super Turrican		251			
Superman		252			
Swamp Thing		252			
Sword Master		252			
Swords and Serpents		253			
Taboo: The Sixth Sense		254			
Tag Team Wrestling		254			
TaleSpin		254			
Target: Renegade		255			
Tecmo Baseball		255			
Tecmo Bowl		255			
Tecmo Cup Soccer Game		256			
Tecmo NBA Basketball		256			
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Tecmo World Cup Soccer		257			
Tecmo World Wrestling		257			
Teenage Mutant Ninja Turtles	Teenage Mutant Hero Turtles	257			
Teenage Mutant Ninja Turtles II: The Arcade Game	Teenage Mutant Hero Turtles II	258			
Teenage Mutant Ninja Turtles III: The Manhattan Project		258			
Teenage Mutant Ninja Turtles: Tournament Fighters	Teenage Mutant Hero Turtles: TF	258			
Tennis		259			
The Terminator		259			
Terminator 2: Judgment Day		259			
Terra Cresta		260			
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Thunder & Lightning		261			
Thunderbirds		261			
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Tiny Toon Adventures		263			

Game Title	Alternative Game Title	Pg	C	I	B
Tiny Toon Adventures 2: Trouble in Wackyland		263			
Tiny Toon Adventures Cartoon Workshop		264			
To the Earth		264			
Toki		264			
Tom and Jerry		265			
Tombs & Treasure		265			
Top Gun		265			
Top Gun: The Second Mission		266			
Top Players' Tennis	Four Players' Tennis	266			
Total Recall		266			
Totally Rad		267			
Touch Down Fever		267			
Town & Country Surf Designs: Wood & Water Rage		267			
Town & Country II: Thrilla's Surfari		268			
Toxic Crusaders		268			
Track & Field		268			
Track & Field II		269			
Treasure Master		269			
Trog!		269			
Trojan		270			
The Trolls in Crazyland		270			
Twin Cobra		270			
Twin Eagle		271			
Ufouria: The Saga		272			
Ultima III: Exodus		272			
Ultima IV: Quest of the Avatar		272			
Ultima V: Warriors of Destiny		273			
Ultimate Air Combat		273			
Ultimate Basketball		273			
The Uncanny X-Men		274			
Uncharted Waters		274			
Uninvited		274			
The Untouchables		275			
Urban Champion		275			
Vegas Dream		276			
Vice: Project Doom		276			
Videomation		276			
Volleyball		277			
Wacky Races		278			
Wall Street Kid		278			
Wario's Woods		278			
Wayne Gretzky Hockey		279			
Wayne's World		279			
WCW Wrestling		279			
Werewolf: The Last Warrior		280			
Wheel of Fortune		280			

Game Title	Alternative Game Title	Pg	C	I	B
Wheel of Fortune Family Edition		280			
Wheel of Fortune: Featuring Vanna White		281			
Wheel of Fortune Junior Edition		281			
Where in Time Is Carmen Sandiego?		281			
Where's Waldo?		282			
Who Framed Roger Rabbit?		282			
Whomp 'Em		282			
Widget		283			
Wild Gunman		283			
Willow		283			
Win, Lose, or Draw		284			
Winter Games		284			
Wizardry: Proving Grounds of the Mad Overlord		284			
Wizardry II: The Knight of Diamonds		285			
Wizards & Warriors		285			
Wizards & Warriors III: Kuros: Visions of Power		285			
Wolverine		286			
World Champ		286			
World Class Track Meet		286			
World Games		287			
Wrath of the Black Manta		287			
Wrecking Crew		287			
Wurm: Journey to the Center of the Earth		288			
WWF King of the Ring		288			
WWF WrestleMania		288			
WWF WrestleMania Challenge		289			
WWF WrestleMania: Steel Cage Challenge		289			
Xenophobe		290			
Xevious		290			
Xexyz		290			
Yo! Noid		291			
Yoshi	Mario & Yoshi	291			
Yoshi's Cookie		291			
Young Indiana Jones Chronicles		292			
Zanac		293			
Zelda II: The Adventure of Link		293			
Zen the Intergalactic Ninja		293			
Zoda's Revenge: StarTropics II		294			
Zombie Nation		294			
The Knights of the Zodiac: The Legend of the Gold	Les Chevaliers du Zodiaque: La Legende d'Or	159			
Jeopardy! 25th Anniversary Edition		480			
Jeopardy! Junior Edition		480			

US NES LIST v1.3

"http://www.neshq.com/lists/complete-nes.txt"
by: Mike Etlers

The list has many of the different variation of the realeses, but chanses are that alot is missing from this list.
The list has not taken different "Official Nintendo Seal" variations as a variation.
The different versions of the Nintendo Seal exist on almost every cartridge.

The list is made by a collection of people but mainly Mike Etlers (millert@mcs.net).

This was the most complete and pure list i could find of NES US realeses.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
3-D WorldRunner	Acclaim		NES-WO-USA	45			
10-Yard Fight	Nintendo		N/A	44			
10-Yard Fight	Nintendo		NES-TY-USA	44			
1942	Capcom		NES-NF-USA	44			
1943: The Battle of Midway	Capcom		NES-43-USA	44			
720°	Mindscape		NES-72-USA	45			
8 Eyes	Taxan		NES-8E-USA	45			
Abadox: The Deadly Inner War	Milton Bradley		NES-A3-USA	46			
Addams Family, The	Ocean		NES-6Z-USA	46			
Adventure Island	Hudson		NES-TB-USA	48			
Adventure Island II	Hudson		NES-V7-USA	48			
Adventure Island 3	Hudson		NES-AT-USA	49			
Adventures in the Magic Kingdom	Capcom		NES-VD-USA	49			
Adventures of Bayou Billy, The	Konami		NES-MU-USA	49			
Adventures of Dino Riki	Hudson		NES-SG-USA	50			
Adventures of Gilligan's Island, The	Bandai		NES-2L-USA	50			
Adventures of Lolo	HAL		NES-AV-USA	50			
Adventures of Lolo 2	HAL		NES-A4-USA	51			
Adventures of Lolo 3	HAL		NES-QL-USA	51			
Adventures of Rad Gravity, The	Activision		NES-2A-USA	51			
Adventures of Rocky & Bullwinkle & Friends, The	T*HQ		NES-RF-USA	52			
Adventures of Tom Sawyer	Seta		NES-YB-USA	52			
Air Fortress	HAL		NES-A1-USA	52			
Airwolf	Acclaim		NES-AF-USA	53			
Al Unser Jr. Turbo Racing	Data East		NES-FH-USA	53			
Alfred Chicken	Mindscape		NES-AC-USA	53			
Alien 3	LJN		NES-X3-USA	54			
All-Pro Basketball	Vic Tokai		NES-A2-USA	54			
Alpha Mission	SNK		NES-AM-USA	54			
Amagon	American Sammy		NES-M5-USA	55			
American Gladiators	Gametek		NES-3A-USA	55			
Anticipation	Nintendo		NES-AP-USA	55			
Arch Rivals: A BasketBrawl	Acclaim		NES-Q4-USA	56			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Archon	Activision		NES-ON-USA	56			
Arkanoid	Taito		NES-AR-USA	56			
Arkista's Ring	American Sammy		NES-A5-USA	57			
Astyanax	Jaleco		NES-YX-USA	57			
Athena	SNK		NES-AN-USA	58			
Athletic World: Family Fun Fitness	Bandai		NES-AW-USA	58			
Athletic World	Bandai		NES-AW-USA-1	58			
Attack of the Killer Tomatoes	T*HQ		NES-47-USA	58			
Back to the Future	LJN		NES-FU-USA	60			
Back to the Future Part II & III	LJN		NES-L3-USA	60			
Bad Dudes	Data East		NES-DU-USA	60			
Bad News Baseball	Tecmo		NES-38-USA	61			
Bad Street Brawler	Mattel		NES-BV-USA	61			
Balloon Fight	Nintendo		N/A	61			
Balloon Fight	Nintendo		NES-BF-USA	61			
Bandit Kings of Ancient China	Koei		NES-XJ-USA	62			
Barbie	Hi Tech		NES-8V-USA	63			
Bard's Tale, The	FCI		NES-ET-USA	63			
Barker Bill's Trick Shooting	Nintendo		NES-ZT-USA	63			
Base Wars: Cyber Stadium Series	Ultra		NES-5B-USA	64			
Baseball	Nintendo		N/A	64			
Baseball Simulator 1.000	Culture Brain		NES-UB-USA	64			
Baseball Stars	SNK		NES-B9-USA	65			
Baseball Stars II	Romstar		NES-9R-USA	65			
Bases Loaded (orange writing on end)	Jaleco		NES-LD-USA	65			
Bases Loaded (blue writing on end)	Jaleco		NES-LD-USA	65			
Bases Loaded II: Second Season	Jaleco		NES-L2-USA	66			
Bases Loaded 3, Ryne Sandberg Plays	Jaleco		NES-3L-USA	66			
Bases Loaded 4	Jaleco		NES-BD-USA	66			
Batman	Sunsoft		NES-B4-USA	67			
Batman: Return of the Joker	Sunsoft		NES-P48-USA	67			
Batman Returns	Konami		NES-BX-USA	67			
Battle Chess	Data East		NES-C6-USA	68			
Battle of Olympus, The	Broderbund		NES-AD-USA	68			
Battle Tank, Garry Kitchen's	Absolute		NES-9B-USA	68			
Battle Tank, Garry Kitchen's	Absolute		NES-9B-USA-1	68			
Battleship	Mindscape		NES-BH-USA	69			
Battletoads	Tradewest		NES-8T-USA	69			
Battletoads	Tradewest		NES-8T-USA-1	69			
Battletoads/Double Dragon	Tradewest		NES-U8-USA	69			
Beetlejuice	LJN		NES-4B-USA	70			
Best of the Best Championship Karate	Electro Brain		NES-BB-USA	70			
Bigfoot	Acclaim		NES-A8-USA	70			
Bill & Ted's Excellent Video Game Adventure	LJN		NES-42-USA	71			
Bill Elliott's NASCAR Challenge	Konami		NES-EV-USA	71			
Bionic Commando	Capcom		NES-CM-USA	71			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Black Bass, The	Hot B		NES-BO-USA	72			
Blades of Steel	Konami		NES-VS-USA	72			
Blades of Steel (Classic Series)	Konami		NES-VS-USA-1	72			
Blaster Master	Sunsoft		NES-VM-USA	72			
Blue Marlin, The	Hot B		NES-8N-USA	73			
Blues Brothers, The	Titus		NES-4Z-USA	73			
Bo Jackson baseball	Data East		NES-6J-USA	73			
Bomberman	Hudson		NES-BM-USA	74			
Bomberman II	Hudson		NES-BW-USA	74			
Bonk's Adventure	Hudson		NES-K8-USA	74			
Boulder Dash	JVC		NES-XB-USA	75			
Boy and his Blob, A: Trouble on Blobolonia	Absolute		NES-B5-USA	75			
Bram Stoker's Dracula	Imagesoft		NES-DR-USA	75			
Break Time: The National Pool Tour	FCI		NES-BZ-USA	76			
Breakthru	Data East		NES-BE-USA	76			
Bubble Bobble	Taito		NES-B2-USA	76			
Bubble Bobble Part 2	Taito		NES-BQ-USA	77			
Bucky O'Hare	Konami		NES-56-USA	77			
Bugs Bunny Birthday Blowout, The	Kemco		NES-H8-USA	77			
Bugs Bunny Crazy Castle, The	Kemco		NES-C1-USA	78			
Bump 'n' Jump	Vic Tokai		NES-BP-USA	78			
Burai Fighter	Taxan		NES-UF-USA	78			
Burger Time	Data East		NES-BR-USA	79			
Cabal	Milton Bradley		NES-C7-USA	80			
Caesars Palace	Virgin		NES-C9-USA	80			
California Games	Milton Bradley		NES-CG-USA	80			
Captain America and the Avengers	Data East		NES-6E-USA	81			
Captain Planet and the Planeteers	Mindscape		NES-5C-USA	81			
Captain Skyhawk	Milton Bradley		NES-YW-USA	82			
Casino Kid	Sofel		NES-KP-USA	82			
Casino Kid II	Sofel		NES-CK-USA	82			
Castelian	Triffix		NES-4C-USA	83			
Castle of Dragon	Seta		NES-C4-USA	83			
Castlequest	Nexoft		NES-O5-USA	83			
Castlevania	Konami		NES-CV-USA	84			
Castlevania II: Simon's Quest	Konami		NES-QU-USA	84			
Castlevania III: Dracula's Curse	Konami		NES-VN-USA	84			
Caveman Games	Data East		NES-UQ-USA	85			
Championship Bowling	Romstar		NES-1F-USA	85			
Championship Pool	Mindscape		NES-P3-USA	85			
Chessmaster, The	Hi Tech		NES-EM-USA	86			
Chip 'N Dale Rescue Rangers	Capcom		NES-RU-USA	86			
Chip 'N Dale Rescue Rangers 2	Capcom		NES-DV-USA	87			
Chubby Cherub	Bandai		NES-CB-USA	87			
Circus Caper	Toho		NES-M7-USA	87			
City Connection	Jaleco		NES-CI-USA	88			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Clash at Demonhead	Vic Tokai		NES-B6-USA	88			
Classic Concentration	Gametek		NES-C8-USA	88			
Cliffhanger	Imagesoft		NES-HG-USA	89			
Clu Clu Land	Nintendo		N/A	89			
Cobra Command	Data East		NES-CN-USA	89			
Cobra Triangle	Nintendo		NES-CU-USA	90			
Code Name Viper	Capcom		NES-VP-USA	90			
Color A Dinosaur	Virgin		NES-CD-USA	90			
Commando	Capcom		NES-CO-USA	91			
Conan	Mindscape		NES-YY-USA	91			
Conflict	Vic Tokai		NES-C3-USA	91			
Conquest of the Crystal Palace	Asmik		NES-7M-USA	92			
Contra	Konami		NES-CT-USA	92			
Contra Force	Konami		NES-CR-USA	92			
Cool World	Ocean		NES-CX-USA	93			
Cowboy Kid	Romstar		NES-9C-USA	93			
Crash ‘n’ The Boys: Street Challenge	A. Technos		NES-58-USA	94			
Crystalis	SNK		NES-GO-USA	94			
Cyberball	Jaleco		NES-4Y-USA	94			
Cybernoid: The Fighting Machine	Acclaim		NES-YN-USA	95			
Dance Aerobics	Nintendo		NES-AE-USA	96			
Danny Sullivan’s Indy Heat	Tradewest		NES-HT-USA	96			
Darkman	Ocean		NES-N8-USA	96			
Darkwing Duck	Capcom		NES-DZ-USA	103			
Dash Galaxy in The Alien Asylum	Data East		NES-XY-USA	97			
DayDreamin’ Davey	HAL		NES-6D-USA	97			
Days of Thunder	Mindscape		NES-YH-USA	97			
Deadly Towers	Broderbund		NES-DE-USA	98			
Defender II	HAL		NES-SB-USA	98			
Defender of the Crown	Ultra		NES-U3-USA	98			
Déjà Vu	Kemco		NES-DG-USA	99			
Demon Sword	Taito		NES-DO-USA	99			
Desert Commander	Kemco		NES-DF-USA	100			
Destination Earthstar	Acclaim		NES-VW-USA	100			
Destiny of an Emperor	Capcom		NES-YZ-USA	100			
Dick Tracy	Bandai		NES-3Y-USA	101			
Die Hard	Activision		NES-57-USA	101			
Dig Dug II: Trouble in Paradise	Bandai		NES-I2-USA	102			
Digger T. Rock: The Legend of the Lost City	Milton Bradley		NES-8D-USA	102			
Dirty Harry	Mindscape		NES-2Y-USA	102			
Donkey Kong	Nintendo		N/A	105			
Donkey Kong 3	Nintendo		N/A	105			
Donkey Kong Classics	Nintendo		NES-DJ-USA	105			
Donkey Kong Jr.	Nintendo		N/A	106			
Donkey Kong Jr. Math	Nintendo		N/A	106			
Double Dare	Gametek		NES-2D-USA	106			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Double Dragon	Tradewest		NES-WD-USA	107			
Double Dragon II: The Revenge	Acclaim		NES-W2-USA	107			
Double Dragon III: The Sacred Stones	Acclaim		NES-3W-USA	107			
Double Dribble	Konami		NES-DW-USA	108			
Dr. Chaos	FCI		NES-DC-USA	108			
Dr. Jekyll and Mr. Hyde	Bandai		NES-JH-USA	108			
DRx. Mario	Nintendo		NES-VU-USA	109			
Dragon Fighter	Sofel		NES-1D-USA	109			
Dragon Power	Bandai		NES-DP-USA	109			
Dragon Spirit: The New Legend	Bandai		NES-P4-USA	110			
Dragon Strike	FCI		NES-D5-USA	47			
Dragon Warrior	Nintendo		NES-DQ-USA	110			
Dragon Warrior II	Enix		NES-D2-USA	110			
Dragon Warrior III	Enix		NES-D3-USA	111			
Dragon Warrior IV	Enix		NES-D4-USA	111			
Dragon's Lair	Imagesoft		NES-L9-USA	111			
Duck Hunt	Nintendo		N/A	112			
Duck Hunt	Nintendo		NES-DH-USA	112			
Duck Tales	Capcom		NES-UK-USA	112			
Duck Tales 2	Capcom		NES-DL-USA	113			
Dungeon Magic: Sword of the Elements	Taito		NES-DM-USA	113			
Dusty Diamond's All-Star Softball (white/color)	Broderbund		NES-B7-USA	113			
Dusty Diamond's All-Star Softball (all white)	Broderbund			113			
Dynowarz: The Destruction of Spondylus	Bandai		NES-WZ-USA	114			
Elevator Action	Taito		NES-EA-USA	115			
Eliminator Boat Duel	Electro Brain		NES-6R-USA	115			
Empire Strikes Back, The	JVC		NES-EK-USA	243			
Excitebike	Nintendo		N/A	115			
Excitebike	Nintendo		NES-EB-USA	115			
F-117A Stealth Fighter	Microprose		NES-FA-USA	117			
F-15 Strike Eagle	Microprose		NES-8F-USA	117			
Family Feud	Gametek		NES-YF-USA	117			
Faria	Nexoft		NES-N6-USA	118			
Faxanadu	Nintendo		NES-FX-USA	118			
Felix the Cat	Hudson		NES-FC-USA	118			
Ferrari Grand Prix Challenge	Acclaim		NES-FG-USA	119			
Fester's Quest	Sunsoft		NES-EQ-USA	119			
Final Fantasy	Nintendo		NES-FF-USA	119			
Fire & Ice	Tecmo		NES-K2-USA	120			
Fisher-Price Firehouse Rescue	Gametek		NES-QF-USA	120			
Fisher-Price I Can Remember	Gametek		NES-F5-USA	120			
Fisher-Price Perfect Fit	Gametek		NES-F7-USA	121			
Fist of the North Star	Taxan		NES-HO-USA	121			
Flight of the Intruder	Mindscape		NES-4F-USA	121			
Flintstones, The: The Rescue of Dino & Hoppy	Taito		NES-5Z-USA	122			
Flintstones, The: The Surprise at Dinosaur Peak!	Taito		NES-FT-USA	122			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Flying Dragon: The Secret Scroll	Culture Brain		NES-HR-USA	122			
Flying Warriors	Culture Brain		NES-6F-USA	123			
Formula One Built to Win	Seta		NES-W5-USA	123			
Fox's Peter Pan & the Pirates: The Revenge of Captain Hook	T*HQ		NES-5P-USA	203			
Frankenstein: The Monster Returns	Bandai		NES-2F-USA	124			
Freedom Force	Sunsoft		NES-FE-USA	124			
Friday the 13th	LJN		NES-F3-USA	124			
Fun House	Hi Tech		NES-FS-USA	125			
G.I. Joe: A Real American Hero	Taxan		NES-X4-USA	126			
G.I. Joe: The Atlantis Factor	Capcom		NES-6I-USA	126			
Galaga: Demons of Death	Bandai		NES-AG-USA	126			
Galaxy 5000: Racing in the 51st Century	Activision		NES-Y5-USA	127			
Gargoyle's Quest II	Capcom		NES-G2-USA	127			
Gauntlet	Tengen		NES-GL-USA	127			
Gauntlet II	Mindscape		NES-2U-USA	128			
Gemfire	Koei		NES-GE-USA	128			
Genghis Khan	Koei		NES-GX-USA	128			
George Forman's KO Boxing	Acclaim		NES-KB-USA	129			
Ghosts 'n Goblins	Capcom		NES-GG-USA	130			
Ghost Lion	Kemco		NES-LL-USA	164			
Ghostbusters	Activision		NES-GB-USA	129			
Ghostbusters II	Activision		NES-VV-USA	129			
Ghoul School	Electro Brain		NES-Y3-USA	130			
Goal!	Jaleco		NES-JG-USA	130			
Goal! Two	Jaleco		NES-GT-USA	131			
Godzilla: Monster of Monsters!	Toho		NES-GZ-USA	131			
Godzilla 2: War of the Monsters	Toho		NES-7Z-USA	131			
Gold Medal Challenge '92	Capcom		NES-GM-USA	81			
Golf (teal end label)	Nintendo		N/A	132			
Golf (green end label)	Nintendo		N/A	132			
Golf (green end label)	Nintendo		NES-GF-USA	132			
Golf Grand Slam	Atlus		NES-7G-USA	132			
Golf Challenge Pebble Beach	Bandai		NES-PG-USA	62			
Golf Power: Greg Norman	Virgin		NES-GP-USA	134			
Golgo 13: Top Secret Episode	Vic Tokai		NES-G3-USA	132			
Goonies II, The	Konami		NES-GU-USA	132			
Gotcha: The Sport!	LJN		NES-GC-USA	133			
Gradius	Konami		NES-GR-USA	133			
Great Waldo Search, The	T*HQ		NES-GH-USA	134			
Gremlins 2: The New Batch	Sunsoft		NES-2Z-USA	134			
Guardian Legend, The	Broderbund		NES-GD-USA	135			
Guerrilla War	SNK		NES-GW-USA	135			
Gum Shoe	Nintendo		N/A	135			
Gun-Nac	Ascii		NES-XG-USA	136			
Gun.Smoke (cowboy in front of town)	Capcom		NES-GK-USA	136			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Gun.Smoke (red shadow of cowboy)	Capcom		NES-GK-USA	136			
Gyromite	Nintendo		N/A	136			
Gyruss	Ultra		NES-YS-USA	137			
Harlem Globetrotters	Gametek		NES-QH-USA	138			
Hatris	Bullet Proof		NES-JZ-USA	138			
Heavy Barrel	Data East		NES-HV-USA	139			
Heavy Shreddin'	Parker Brothers		NES-WX-USA	139			
Heroes of the Lance: Advanced Dungeons & Dragons	FCI		NES-LQ-USA	47			
Heroes of the Lance: Advanced Dungeons & Dragons	FCI		NES-LQ-USA-1	47			
High Speed	Tradewest		NES-8H-USA	139			
Hillsfar: Advanced Dungeons & Dragons	FCI		NES-QQ-USA	47			
Hogan's Alley	Nintendo		N/A	140			
Hogan's Alley	Nintendo		NES-HA-USA	140			
Hollywood Squares	Gametek		NES-HL-USA	140			
Home Alone	T*HQ		NES-6N-USA	140			
Home Alone 2: Lost in New York	T*HQ		NES-HM-USA	141			
Hook	Imagesoft		NES-7Q-USA	141			
Hoops	Jaleco		NES-2B-USA	141			
Hudson Hawk	Imagesoft		NES-Y4-USA	142			
Hunt for Red October, The	Hi Tech		NES-7H-USA	142			
Hydlide	FCI		NES-HS-USA	142			
Ice Climber	Nintendo		N/A	143			
Ice Climber	Nintendo		NES-IC-USA	143			
Ice Hockey	Nintendo		NES-HY-USA	143			
Ikari Warriors	SNK		NES-IW-USA	143			
Ikari Warriors II: Victory Road	SNK		NES-VR-USA	144			
Ikari Warriors III: The Rescue	SNK		NES-3D-USA	144			
Image Fight	Irem		NES-F9-USA	144			
Immortal, The	Electronic Arts		NES-E8-USA	145			
Incredible Crash Dummies, The	LJN		NES-CQ-USA	145			
Indiana Jones and the Last Crusade (white end)	Taito		NES-J5-USA	145			
Indiana Jones and the Last Crusade (blue end)	UBI Soft		NES-LR-USA	146			
Indiana Jones and the Temple of Doom	Mindscape		NES-IJ-USA	146			
Infiltrator	Mindscape		NES-IF-USA	146			
Iron Tank: The Invasion of Normandy	SNK		NES-IT-USA	147			
Isolated Warrior	NTVIC		NES-W6-USA	148			
Ivan "Ironman" Stewart's Super Off-Road	Tradewest		NES-WU-USA	148			
Jack Nicklaus' Greatest 18 Holes of Major Championship Golf	Konami		NES-JC-USA	149			
Jackal	Konami		NES-JK-USA	149			
Jackie Chan's Action Kung Fu	Hudson		NES-V5-USA	149			
James Bond Jr.	T*HQ		NES-JB-USA	150			
Jaws	LJN		NES-JA-USA	150			
Jeopardy!	Gametek		NES-JP-USA	150			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Jeopardy! 25th Anniversary Edition	Gametek		NES-J3-USA	480			
Jeopardy! Junior Edition	Gametek		NES-J2-USA	480			
Jeopardy!, Talking Super	Gametek		NES-7J-USA	247			
Jetsons, The: Cogswell's Caper	Taito		NES-JN-USA	151			
Jim Henson's Muppet Adventure: Chaos at the Carnival	Hi Tech		NES-UA-USA	187			
Jimmy Connors Tennis	UBI Soft		NES-JT-USA	151			
Joe & Mac	Data East		NES-CJ-USA	151			
John Elway's Quarterback	Tradewest		NES-JQ-USA	152			
Jordan vs Bird: One on One	Milton Bradley		NES-OE-USA	152			
Journey to Silius	Sunsoft		NES-4S-USA	152			
Joust	HAL		NES-JU-USA	153			
Jungle Book, The	Virgin		NES-JJ-USA	104			
Jurassic Park	Ocean		NES-J9-USA	153			
Kabuki Quantum Fighter	HAL		NES-3K-USA	154			
Karate Champ	Data East		NES-KC-USA	154			
Karate Kid, The	LJN		NES-KK-USA	154			
Karnov	Data East		NES-KV-USA	155			
Kick Master	Taito		NES-8K-USA	155			
Kickle Cubicle	Irem		NES-QC-USA	156			
Kid Icarus	Nintendo		N/A	156			
Kid Icarus	Nintendo		NES-KI-USA	156			
Kid Klown	Kemco		NES-NM-USA	156			
Kid Kool and the Quest for the Seven Wonder Herbs	Vic Tokai		NES-KX-USA	157			
Kid Niki Radical Ninja	Data East		NES-KD-USA	157			
King's Knight	Square		NES-KG-USA	157			
King's Quest V	Konami		NES-8Q-USA	158			
Kings of the Beach	Ultra		NES-VH-USA	158			
Kirby's Adventure	Nintendo		NES-KR-USA	158			
Kiwi Kraze: A Bird-Brained Adventure!	Taito		NES-2K-USA	190			
Klash Ball	Sofel		NES-4K-USA	159			
Knight Rider	Acclaim		NES-NR-USA	159			
Krion Conquest, The	Vic Tokai		NES-VF-USA	160			
Krusty's Fun House	Acclaim		NES-KF-USA	160			
Kung Fu	Nintendo		N/A	161			
Kung Fu	Nintendo		NES-SX-USA	161			
Kung-Fu Heroes	Culture Brain		NES-CE-USA	161			
L'Empereur	Koei		NES-QV-USA	166			
Laser Invasion	Konami		NES-8G-USA	162			
Last Action Hero	Imagesoft		NES-LA-USA	162			
Last Ninja, The	Jaleco		NES-J7-USA	162			
Last Starfighter, The	Mindscape		NES-LM-USA	163			
Lee Trevino's Fighting Golf	SNK		NES-FI-USA	163			
Legacy of the Wizard	Broderbund		NES-LC-USA	163			
Legend of Kage, The	Taito		NES-KA-USA	164			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Legendary Wings	Capcom		NES-LE-USA	165			
Legends of the Diamond	Bandai		NES-8L-USA	165			
Lemmings	Sunsoft		NES-LG-USA	166			
Lethal Weapon	Ocean		NES-LY-USA	166			
Life Force	Konami		NES-LF-USA	167			
Little League Baseball	SNK		NES-KQ-USA	167			
Little Mermaid, The	Capcom		NES-3U-USA				
Little Mermaid, The	Capcom		NES-3U-USA-1				
Little Nemo the Dream Master	Capcom		NES-LN-USA	167			
Little Ninja Brothers	Culture Brain		NES-C2-USA	168			
Little Samson	Taito		NES-LT-USA	168			
Lode Runner	Broderbund		NES-LO-USA	168			
Lone Ranger, The	Konami		NES-6L-USA	169			
Loopz	Mindscape		NES-L8-USA	169			
Low G Man: The Low Gravity Man	Taxan		NES-L7-USA	169			
Lunar Pool	FCI		NES-LP-USA	170			
M.C. Kids	Virgin		NES-4Q-USA	171			
M.U.L.E.	Mindscape		NES-L6-USA	171			
M.U.S.C.L.E.: Tag Team Match	Bandai		NES-MS-USA	171			
Mach Rider	Nintendo		N/A	172			
Mach Rider	Nintendo		NES-MR-USA	172			
Mad Max	Mindscape		NES-3M-USA	172			
Mafat Conspiracy, The	Vic Tokai		NES-M4-USA	172			
Magic Darts	Romstar		NES-4R-USA	173			
Magic Johnson's Fast Break	Tradewest		NES-JF-USA	173			
Magic of Scheherazade, The	Culture Brain		NES-AS-USA	173			
Magician	Taxan		NES-XD-USA	174			
Mag-Max	FCI		NES-MM-USA	174			
Major League Baseball	LJN		NES-BS-USA	174			
Maniac Mansion	Jaleco		NES-JM-USA	175			
Mappy-Land	Taxan		NES-YD-USA	175			
Marble Madness	Milton Bradley		NES-MV-USA	175			
Mario Bros.	Nintendo		N/A	176			
Mario Bros.	Nintendo		NES-MA-USA	176			
Mario Is Missing!	Mindscape		NES-MQ-USA	176			
Mario's Time Machine	Mindscape		NES-TM-USA	176			
Mechanized Attack	SNK		NES-A6-USA	177			
Mega Man	Capcom		NES-MN-USA	177			
Mega Man 2	Capcom		NES-XR-USA	177			
Mega Man 3	Capcom		NES-XU-USA	178			
Mega Man 4	Capcom		NES-4V-USA	178			
Mega Man 5	Capcom		NES-MZ-USA	178			
Mega Man 6	Nintendo		NES-G6-USA-1	179			
Mendel Palace	Hudson		NES-6H-USA	179			
Metal Gear	Ultra		NES-ME-USA	179			
Metal Mech: Man & Machine	Jaleco		NES-J8-USA	180			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Metal Storm	Irem		NES-4M-USA	180			
Metroid	Nintendo		N/A	180			
Metroid	Nintendo		NES-MT-USA	180			
Metroid (yellow label)	Nintendo		NES-MT-USA-1	180			
Michael Andretti's World GP	A. Sammy		NES-W4-USA	181			
Mickey Mousecapade	Capcom		NES-MI-USA	181			
Mickey's Adventure in Numberland	Hi Tech		NES-NL-USA	181			
Mickey's Safari in Letterland	Hi Tech		N/A	182			
Might & Magic: Secret of the Inner Sanctum	A. Sammy		NES-MP-USA	182			
Mighty Bomb Jack	Tecmo		NES-BJ-USA	182			
Mighty Final Fight	Capcom		NES-MF-USA	183			
Mike Tyson's Punch-Out!!	Nintendo		N/A	183			
Mike Tyson's Punch-Out!!	Nintendo		NES-PT-USA	183			
Millipede	HAL		NES-ML-USA	183			
Milon's Secret Castle	Hudson		NES-KM-USA	184			
Miracle Piano Teaching System, The	Mindscape		NES-9M-USA	184			
Mission: Impossible	Ultra		NES-U4-USA	184			
Monopoly	Parker Brothers		NES-6B-USA	185			
Monster Party	Bandai		NES-P1-USA	185			
Monster Truck Rally	INTV		NES-LU-USA	186			
Monster in My Pocket	Konami		NES-1Y-USA	185			
Motor City Patrol	Matchbox		NES-5M-USA	186			
Ms. Pac-Man	Namco		NES-M9-USA	187			
MTV Remote Control	Hi Tech		NES-H6-USA	216			
Mutant Virus, The: Crisis in a Computer World	A. Softworks		NES-6M-USA	187			
Mystery Quest	Taxan		NES-HQ-USA	188			
NARC	Acclaim		NES-NQ-USA	189			
NES Open Tournament Golf	Nintendo		NES-UG-USA	189			
NES Play Action Football	Nintendo		NES-NB-USA	189			
NFL	LJN		NES-FN-USA	190			
Nigel Mansell's World Championship Racing	Gametek		NES-NC-USA	191			
Nightmare on Elm Street, A	LJN		NES-ES-USA	191			
Nightshade	Ultra		NES-8Y-USA	191			
Ninja Crusaders	A. Sammy		NES-N4-USA	192			
Ninja Gaiden	Tecmo		NES-NG-USA	192			
Ninja Gaiden II: The Dark Sword of Chaos	Tecmo		NES-NW-USA	192			
Ninja Gaiden III: The Ancient Ship of Doom	Tecmo		NES-3N-USA	193			
Ninja Kid	Bandai		NES-NK-USA	193			
Nintendo World Cup	Nintendo		NES-XZ-USA	195			
Nobunaga's Ambition	Koei		NES-NZ-USA	195			
Nobunaga's Ambition II	Koei		NES-NU-USA	196			
North and South	Kemco		NES-N5-USA	196			
Operation Wolf: Take No Prisoners	Taito		NES-OW-USA	197			
ORB-3D	Hi Tech		NES-5H-USA	197			
Othello	Acclaim		NES-OH-USA	197			
Overlord	Virgin		N/A	198			

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Overlord	Virgin		NES-VL-USA	198			
P.O.W.: Prisoners of War	SNK		NES-EW-USA	199			
Pac-Man	Namco		NES-P7-USA	199			
Pac-Man	Tengen		NES-PQ-USA	199			
Palamedes	Hot B		NES-JI-USA	201			
Panic Restaurant	Taito		NES-PR-USA	202			
Paperboy	Mindscape		NES-PY-USA	202			
Paperboy 2	Mindscape		NES-Y7-USA	202			
Phantom Fighter	FCI		NES-KY-USA	204			
Pictionary	LJN		NES-P5-USA	204			
Pinball	Nintendo		N/A	204			
Pinball	Nintendo		NES-PN-USA	204			
Pinball Quest	Jaleco		NES-P9-USA	205			
Pin-Bot	Nintendo		NES-IO-USA	205			
Pipe Dream	Bullet Proof		NES-4P-USA	205			
Pirates	Ultra		NES-8U-USA	206			
Platoon	Sunsoft		NES-PU-USA	206			
Pool of Radiance: Advanced Dungeons & Dragons	FCI		NES-QA-USA	48			
Popeye	Nintendo		N/A	206			
Popeye	Nintendo		NES-PP-USA	206			
Power Blade	Taito		NES-7T-USA	207			
Power Blade 2	Taito		NES-PB-USA	207			
Power Punch II	A. Softworks		NES-P2-USA	207			
Predator	Activision		NES-PL-USA	208			
Prince of Persia	Virgin		NES-PA-USA	208			
Princess Tomato in the Salad Kingdom	Hudson		NES-RT-USA	208			
Pro Sport Hockey	Jaleco		NES-S5-USA	209			
Pro Wrestling	Nintendo		N/A	209			
Pro Wrestling	Nintendo		NES-PW-USA	209			
Pugsley's Scavenger Hunt	Ocean		NES-FM-USA	46			
Punch-Out!! (pic zoomed in)	Nintendo		NES-QP-USA	183			
Punch-Out!! (pic zoomed out)	Nintendo		NES-QP-USA-1	183			
Punisher, The	LJN		NES-6P-USA	209			
Puss n Boots: Pero's Great Adventure	Electro Brain		NES-UO-USA	210			
Puzznic	Taito		NES-ZP-USA	210			
Q*Bert	Ultra		NES-QB-USA	211			
Qix	Taito		NES-QX-USA	211			
R.B.I. Baseball	Tengen		NES-RS-USA	212			
R.C. Pro-Am	Nintendo		NES-PM-USA	212			
R.C. Pro-Am II	Tradewest		NES-R2-USA	212			
Race America	Absolute		NES-RB-USA	213			
Racket Attack	Jaleco		NES-RE-USA	213			
Rad Racer	Nintendo		N/A	214			
Rad Racer	Nintendo		NES-RC-USA	214			
Rad Racer II	Square		NES-QR-USA	214			
Raid on Bungeling Bay	Broderbund		NES-BU-USA	214			

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Rainbow Islands	Taito		NES-RL-USA	215			
Rally Bike	Romstar		NES-LI-USA	215			
Rambo	Acclaim		NES-RV-USA	215			
Rampage	Data East		NES-RP-USA	216			
Rampart	Jaleco		NES-73-USA	216			
Ren & Stimpy Show, The: Buckaroos	T*HQ		NES-RZ-USA	217			
Renegade	Taito		NES-RG-USA	217			
Rescue: The Embassy Mission	Kemco		NES-HZ-USA	217			
Ring King	Data East		NES-RK-USA	218			
River City Ransom	A. Technos		NES-DN-USA	218			
Road Blasters	Mindscape		NES-VE-USA	219			
Robin Hood: Prince of Thieves	Virgin		NES-7R-USA	219			
Robo Warrior	Jaleco		NES-RR-USA	221			
RoboCop	Data East		NES-CP-USA	220			
RoboCop 2	Data East		NES-2C-USA	220			
RoboCop 3	Ocean		NES-R3-USA	220			
Rock ‘n’ Ball	NTVIC		NES-R4-USA	221			
Rocket Ranger	Kemco		NES-2R-USA	221			
Rocketeer, The	Bandai		NES-5R-USA	222			
Rockin’ Kats	Atlus		NES-7A-USA	222			
Roger Clemens’ MVP Baseball (end label white)	LJN		NES-6V-USA	223			
Roger Clemens’ MVP Baseball (end label black)	LJN		NES-6V-USA	223			
Rollerball	HAL		NES-RH-USA	223			
Rollerblade Racer	Hi Tech		N/A	223			
Rollerblade Racer	Hi Tech		NES-R6-USA	223			
Rollergames	Ultra		NES-U5-USA	224			
Romance of the Three Kingdoms	Koei		NES-IS-USA	224			
Romance of the Three Kingdoms II	Koei		NES-XL-USA	224			
Roundball: 2-on-2 Challenge	Mindscape		NES-RW-USA	225			
Rush’n Attack	Konami		NES-RA-USA	225			
Rygar	Tecmo		NES-RY-USA	225			
S.C.A.T.: Special Cybernetic Attack Team	Natsume		NES-FV-USA	226			
Section Z	Capcom		NES-SZ-USA	226			
Seicross	FCI		NES-SE-USA	226			
Sesame Street 123 (Hi Tech on right)	Hi Tech		NES-H3-USA	227			
Sesame Street 123 (Hi Tech on left)	Hi Tech		NES-H3-USA-1	227			
Sesame Street ABC	Hi Tech		NES-H4-USA	227			
Sesame Street ABC & 123	Hi Tech		NES-5A-USA	227			
Sesame Street Big Bird’s Hide & Speak	Hi Tech		NES-4H-USA	228			
Sesame Street Countdown	Hi Tech		NES-85-USA	228			
Shadow of the Ninja	Natsume		NES-JL-USA	228			
Shadowgate	Kemco		NES-3S-USA	229			
Shadowgate	Kemco		NES-3S-USA-1	229			
Shatterhand	Jaleco		NES-9H-USA	229			
Shingen the Ruler	Hot B		NES-23-USA	229			
Shooting Range (title in white)	Bandai		NES-ZS-USA	230			

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Shooting Range (title in lt red)	Bandai		NES-ZS-USA	230			
Short Order/Egg-Splode	Nintendo		NES-OR-USA	230			
Side Pocket	Data East		NES-PK-USA	230			
Silent Service	Ultra		NES-IV-USA	231			
Silk Worm	A. Sammy		NES-LK-USA	231			
Silver Surfer	Arcadia		NES-VQ-USA	231			
Simpsons, The: Bartman Meets Radioactive Man	Acclaim		NES-RN-USA	232			
Simpsons, The: Bart vs. the Space Mutants	Acclaim		NES-Q5-USA	232			
Simpsons, The: Bart vs. the World	Acclaim		NES-Y9-USA	232			
Skate or Die	Ultra		NES-DI-USA	233			
Skate or Die 2: The Search for Double Trouble	Electronic Arts		NES-E4-USA	233			
Ski or Die	Ultra		NES-7S-USA	233			
Sky Kid	Sunsoft		NES-SY-USA	234			
Sky Shark	Taito		NES-2S-USA	234			
Slalom	Nintendo		N/A	234			
Smash TV	Acclaim		NES-5V-USA	235			
Snake Rattle n Roll	Nintendo		NES-RJ-USA	235			
Snake's Revenge	Ultra		NES-E2-USA	236			
Snoopy's Silly Sports Spectacular!	Kemco		NES-OP-USA	236			
Snow Brothers	Capcom		NES-7L-USA	236			
Soccer	Nintendo		N/A	237			
Solar Jetman: Hunt for the Golden Warship	Tradewest		NES-LJ-USA	237			
Solomon's Key	Tecmo		NES-KE-USA	237			
Solstice: The Quest for the Staff of Demnos	CSG Imagesoft		NES-LX-USA	238			
Space Shuttle Project	Absolute		NES-6A-USA	238			
Spelunker	Broderbund		NES-SU-USA	238			
Spider-Man: Return of the Sinister Six	LJN		NES-RX-USA	239			
Spot	Arcadia		NES-3P-USA	239			
Spy Hunter	Sunsoft		NES-HU-USA	239			
Spy vs Spy	Kemco		NES-SP-USA	240			
Sqoon	Irem		NES-SQ-USA	240			
Stack-Up	Nintendo		N/A	240			
Stadium Events: Family Fun Fitness	Bandai		NES-SD-USA	241			
Stanley: The Search for Dr. Livingston	Electro Brain		NES-SS-USA	241			
Star Force	Tecmo		NES-FO-USA	241			
Star Soldier	Taxan		NES-SO-USA	242			
Star Trek: 25th Anniversary	Ultra		NES-8Z-USA	242			
Star Trek: The Next Generation	Absolute		NES-NX-USA	242			
Star Tropics	Nintendo		NES-OC-USA	244			
Star Tropics II: Zoda's Revenge	Nintendo		NES-6C-USA	294			
Star Voyager	Acclaim		NES-SV-USA	243			
Star Wars	JVC		NES-7V-USA	243			
Starship Hector	Hudson		NES-HH-USA	244			
Stealth A-T-F	Activision		NES-LH-USA	244			
Stinger	Konami		NES-SR-USA	245			
Street Cop	Bandai		NES-EC-USA	245			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Street Fighter 2010: The Final Fight	Capcom		NES-YA-USA	245			
Strider	Capcom		NES-HX-USA	246			
Super C	Konami		NES-UE-USA	246			
Super Cars	Electro Brain		NES-6S-USA	246			
Super Dodge Ball	Imagesoft		NES-ND-USA	247			
Super Glove Ball	Mattel		NES-5L-USA	247			
Super Mario Bros.	Nintendo		N/A	249			
Super Mario Bros.	Nintendo		NES-SM-USA	249			
Super Mario Bros. 2	Nintendo		NES-MW-USA	249			
Super Mario Bros. 3 (Bros under Ma)	Nintendo		NES-UM-USA	249			
Super Mario Bros. 3 (Bros under io)	Nintendo		NES-UM-USA-1	249			
Super Mario Bros./Duck Hunt	Nintendo		NES-MH-USA	248			
Super Mario Bros./Duck Hunt (white line)	Nintendo		NES-MH-USA	248			
Super Mario Bros./Duck Hunt/ World Class Track Meet (mario in red)	Nintendo		NES-WH-USA	248			
Super Mario Bros./Duck Hunt/ World Class Track Meet (mario in white)	Nintendo		NES-WH-USA	248			
Super Pitfall	Activision		NES-PI-USA	250			
Super Spike V'Ball	Nintendo		NES-VJ-USA	250			
Super Spike V'Ball/Nintendo World Cup	Nintendo		NES-QJ-USA	250			
Super Spy Hunter	Sunsoft		NES-UY-USA	251			
Super Team Games	Nintendo		NES-UN-USA	251			
Superman	Kemco		NES-SN-USA	252			
Swamp Thing	T*HQ		NES-SW-USA	252			
Sword Master	Activision		NES-8S-USA	252			
Swords and Serpents	Acclaim		NES-WP-USA	253			
T&C Surf Designs: Wood & Water Rage	LJN		NES-TN-USA	267			
T&C Surf Designs: Thrilla's Surfari	LJN		NES-TC-USA	268			
Taboo: The Sixth Sense	Tradewest		NES-OO-USA	254			
Tag Team Wrestling	Data East		NES-TT-USA	254			
Tale Spin	Capcom		NES-68-USA	254			
Target Renegade	Taito		NES-NE-USA	255			
Tecmo Baseball	Tecmo		NES-TL-USA	255			
Tecmo Basketball (no background on NBA logo)	Tecmo		NES-BK-USA	256			
Tecmo Basketball (white background on NBA logo)	Tecmo		NES-BK-USA-1	256			
Tecmo Bowl	Tecmo		NES-TW-USA	255			
Tecmo Bowl	Tecmo		NES-TW-USA-1	255			
Tecmo Cup Soccer Game	Tecmo		NES-TP-USA	256			
Tecmo Super Bowl	Tecmo		NES-4U-USA	256			
Tecmo World Wrestling	Tecmo		NES-PZ-USA	257			
Teenage Mutant Ninja Turtles	Ultra		NES-U2-USA	257			
Teenage Mutant Ninja Turtles II: The Arcade Game	Ultra		NES-2N-USA	258			
Teenage Mutant Ninja Turtles III: The Manhattan Project	Konami		NES-T3-USA	258			
Teenage Mutant Ninja Turtles Tournament Fighters	Konami		NES-TF-USA	258			
Tennis (teal end label)	Nintendo		N/A	259			

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Tennis (green end label)	Nintendo		N/A	259			
Tennis (green end label)	Nintendo		NES-TE-USA	259			
Terminator, The	Mindscape		NES-NA-USA	259			
Terminator 2: Judgement Day	LJN		NES-62-USA	259			
Terra Cresta	Vic Tokai		NES-TQ-USA	260			
Tetris	Nintendo		NES-EI-USA	260			
Tetris 2	Nintendo		NES-TS-USA	260			
Three Stooges, The	Activision		NES-3T-USA	261			
Thunder & Lightning	Romstar		N/A	261			
Thunder & Lightning	Romstar		NES-4T-USA	261			
Thunderbirds	Activision		NES-T5-USA	261			
Thundercade	A. Sammy		NES-UD-USA	262			
Tiger-Heli	Acclaim		NES-TI-USA	262			
Time Lord	Milton Bradley		NES-LZ-USA	262			
Times of Lore	Toho		NES-5T-USA	263			
Tiny Toon Adventures	Konami		NES-NI-USA	263			
Tiny Toon Adventures 2: Trouble in Wackyland	Konami		NES-T2-USA	263			
Tiny Toon Adventures Cartoon Workshop	Konami		NES-CW-USA	264			
To The Earth	Nintendo		NES-ZE-USA	264			
Toki	Taito		NES-5J-USA	264			
Tom & Jerry	Hi Tech		NES-5Y-USA	265			
Tombs & Treasure	Infocom		NES-2T-USA	265			
Top Gun	Konami		NES-TG-USA	265			
Top Gun: The Second Mission	Konami		NES-OG-USA	266			
Top Players Tennis	Asmik		NES-W1-USA	266			
Total Recall	Acclaim		NES-L4-USA	266			
Totally Rad	Jaleco		NES-6T-USA	267			
Touchdown Fever	SNK		NES-T7-USA	267			
Toxic Crusaders	Bandai		NES-TX-USA	268			
Track & Field	Konami		NES-TR-USA	268			
Track & Field II	Konami		NES-F2-USA	269			
Track & Field II	Konami		NES-F2-USA-1	269			
Treasure Master	A. Softworks		NES-7U-USA	269			
Trog!	Acclaim		NES-4A-USA	269			
Trojan	Capcom		NES-TJ-USA	270			
Twin Cobra	A. Sammy		NES-QT-USA	270			
Twin Eagle	Romstar		NES-2E-USA	271			
Ultima: Exodus	FCI		NES-UL-USA	272			
Ultima: Quest of the Avatar	FCI		NES-US-USA	272			
Ultima: Warriors of Destiny	FCI		NES-UT-USA	273			
Ultimate Air Combat	Activision		NES-3Z-USA	273			
Ultimate Basketball	A. Sammy		NES-UJ-USA	273			
Uncanny X-Men, The	LJN		NES-XM-USA	274			
Uncharted Waters	Koei		NES-QK-USA	274			
Uninvited	Kemco		NES-UV-USA	274			
Untouchables, The	Ocean		NES-U6-USA	275			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Untouchables, The	Ocean		NES-U6-USA-1	275			
Urban Champion	Nintendo		N/A	275			
Urban Champion	Nintendo		NES-UC-USA	275			
Vegas Dream	HAL		NES-LS-USA	276			
Vice: Project Doom	A. Sammy		NES-9G-USA	276			
Videomation	T*HQ		NES-V8-USA	276			
Volleyball	Nintendo		N/A	277			
Wacky Races	Atlus		NES-WE-USA	278			
Wall Street Kid	Sofel		NES-ZM-USA	278			
Wario's Woods	Nintendo		NES-WB-USA	278			
Wayne Gretzky Hockey (black uniform w/ helmet)	T*HQ		NES-ZY-USA-1	279			
Wayne Gretzky Hockey (white uniform no helmet)	T*HQ		NES-ZY-USA-2	279			
Wayne Gretzky Hockey (white uniform no helmet)	T*HQ		NES-ZY-USA-3	279			
Wayne's World	T*HQ		NES-Y8-USA	279			
WCW World Championship Wrestling	FCI		NES-S9-USA	279			
Werewolf: The Last Warrior	Data East		NES-W8-USA	280			
Wheel of Fortune	Gametek		NES-WF-USA	280			
Wheel of Fortune Family Edition	Gametek		NES-W3-USA	280			
Wheel of Fortune Family Edition	Gametek		NES-W3-USA-1	280			
Wheel of Fortune Featuring Vanna White	Gametek		NES-Y6-USA	281			
Wheel of Fortune Junior Edition	Gametek		NES-WJ-USA	281			
Where in Time is Carmen Sandiego?	Konami		NES-9K-USA	281			
Where's Waldo?	T*HQ		NES-6W-USA	282			
Who Framed Roger Rabbit	LJN		NES-WL-USA	282			
Whomp 'Em	Jaleco		NES-4W-USA	282			
Widget	Atlus		NES-W7-USA	283			
Wild Gunman	Nintendo		N/A	283			
Willow	Capcom		NES-WI-USA	283			
Win, Lose or Draw	Hi Tech		NES-IL-USA	284			
Winter Games	Acclaim		NES-WM-USA	284			
Wizardry Master's Series	Nexoft		NES-O9-USA	284			
Wizardry Master's Series II: Knight of Diamonds	Ascii		NES-32-USA	285			
Wizards & Warriors	Acclaim		NES-WW-USA	285			
Wizards & Warriors II: Iron Sword	Acclaim		NES-IR-USA	147			
Wizards & Warriors III	Acclaim		NES-8W-USA	285			
Wolverine	LJN		NES-9W-USA	286			
World Champ	Romstar		NES-5E-USA	286			
World Class Track Meet	Nintendo		NES-WT-USA	286			
World Games	Milton Bradley		NES-WV-USA	287			
Wrath of the Black Manta	Taito		NES-WK-USA	287			
Wrecking Crew	Nintendo		N/A	287			
Wrecking Crew	Nintendo		NES-WR-USA	287			
WURM: Journey to the Center of the Earth	Asmik		NES-WQ-USA	288			
WWF King of the Ring	Acclaim		NES-K6-USA	288			
WWF Wrestle Mania	Acclaim		NES-HN-USA	288			
WWF Wrestle Mania	Acclaim		NES-HN-USA-1	288			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
WWF Wrestle Mania Challenge	LJN		NES-W9-USA	289			
WWF Wrestle Mania Steel Cage Challenge	LJN		NES-WS-USA	289			
Xenophobe	Sunsoft		NES-XE-USA	290			
Xevious: The Avenger	Bandai		NES-XV-USA	290			
Xexyz	Hudson		NES-KO-USA	290			
Yo! Noid	Capcom		NES-YC-USA	291			
Yoshi	Nintendo		NES-YM-USA	291			
Yoshi's Cookie	Nintendo		NES-CH-USA	291			
Young Indiana Jones Chronicles, The	Jaleco		NES-YJ-USA	292			
Zanac	FCI		NES-ZA-USA	293			
Zelda, The Legend of (gold)	Nintendo		N/A	165			
Zelda, The Legend of (gold)	Nintendo		NES-ZL-USA	165			
Zelda, The Legend of (grey)	Nintendo		NES-ZL-USA-1	165			
Zelda II, The Adventure of Link (gold)	Nintendo		NES-AL-USA	293			
Zelda II, The Adventure of Link (grey)	Nintendo		NES-AL-USA-1	293			
Zen: Intergalactic Ninja	Konami		NES-ZN-USA	293			
Zombie Nation	Meldac		NES-51-USA	294			

15 most expensive games.

These are, according to "videogames.pricecharting.com", the most expensive official NTSC NES games at the moment (2014).

Game Title	Rarity	Loose $	Complete $	Pg	C	I	B
Family Fun Fitness Stadium Events	9	$5,600.01	$75,000.00	241			
Flintstones Surprise at Dino Peak	8	$590.00	$2,549.00	122			
Little Samson	7	$560.00	$1,030.00	168			
Bonk's Adventure	7	$279.99	$397.00	74			
Panic Restaurant	7	$267.50	$479.99	202			
Bubble Bobble Part 2	6	$228.02	$499.99	77			
Power Blade 2	7	$194.75	$500.00	207			
Chip and Dale Rescue Rangers 2	6	$157.50	$349.99	87			
Miracle Piano with Keyboard	6	$145.00	N/A	184			
Zombie Nation	6	$138.50	$300.00	294			
Snow Brothers	6	$120.00	$150.00	236			
Duck Tales 2	6	$110.50	$320.00	113			
Teenage Mutant Ninja Turtles Tournament Fighters	7	$103.49	$279.99	258			
Gun-Nac	7	$91.00	$200.00	136			
Cowboy Kid	7	$89.00	$425.00	93			

US UNLICENSED NES LIST v1.3

"http://www.neshq.com/lists/complete-nes.txt"
by: Mike Etlers

Many of the different variation of the realeses are present on the list, but alot is missing from this list.

The list is made by a collection of people but mainly Mike Etlers, millert@mcs.net.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
6 in 1	Caltron			302			
6 in 1	Myriad			302			
Action 52	Active Enter.	1992		302			
After Burner	Tengen	1989		302			
Alien Syndrome	Tengen	1989		303			
Baby Boomer	Color Dreams	1989		303			
Bee 52 (silver)	Camerica	1992		304			
Bible Adventures (blue) v1.2	Wisdom Tree	1991		304			
Bible Adventures (black) v1.3	Wisdom Tree			304			
Bible Adventures (black) v1.4	Wisdom Tree			304			
Bible Buffet (black) v6.0	Wisdom Tree	1993		305			
Big Nose Freaks Out (gold)	Camerica			305			
Big Nose Freaks Out (aladdin cart)	Camerica	1993		305			
Big Nose the Caveman (gold)	Camerica			305			
Blackjack (black)	American Video	1992		306			
Bubble Bath Babes	Panesian			306			
Captain Comic: The Adventure (black)	Color Dreams			306			
Captain Comic: The Adventure (blue)	Color Dreams			306			
Castle of Deceit (black)	Bunch Games			307			
Castle of Deceit (blue)	Bunch Games			307			
Challenge of the Dragon (blue)	Color Dreams			307			
Challenge of the Dragon (black)	Color Dreams			307			
Cheetamen II	A. Enterprises			307			
Chiller (grey)	A. Game Carts			308			
Crystal Mines (blue)	Color Dreams			309			
Death Race (grey)	A. Game Carts			309			
Deathbots (black)	American Video			310			
Dizzy the Adventurer (Aladdin Cart)	Camerica			310			
Double Strike (black)	American Video			311			
Dudes with Attitude (black)	American Video			311			
Exodus: Journey to the Promised Land (black) v4.0	Wisdom Tree			311			
F-15 City War (black)	American Video			312			
Fantastic Adventures of Dizzy, The (gold)	Camerica			312			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Fantastic Adventures of Dizzy, The (Aladdin Cart)	Camerica		UNLICENSED	312			
Fantasy Zone (black)	Tengen			312			
Fire Hawk (silver)	Camerica			313			
Galactic Crusader (blue)	Bunch Games			313			
Gauntlet (black)	Tengen			127			
Hot Slots	Panesian			314			
Impossible Mission 2 (black)	American Video			315			
Impossible Mission 2 (black) (b&w label)	SEI			315			
Impossible Mission 2 (black) (color label)	SEI/EPYX			315			
Indiana Jones and the Temple of Doom (black)	Tengen			315			
Joshua & the Battle of Jericho (black) v5.0	Wisdom Tree			316			
Joshua & the Battle of Jericho (black) v6.0	Wisdom Tree			316			
King Neptune's Adventure (blue)	Color Dreams			316			
King Neptune's Adventure (black)	Color Dreams			316			
King of Kings: The Early Years (black) (baby) v1.1	Wisdom Tree			317			
King of Kings: The Early Years (black) (camel)v1.2	Wisdom Tree			317			
King of Kings: The Early Years (black) (baby) v1.3	Wisdom Tree			317			
King of Kings: The Early Years (black) (camel)v1.3	Wisdom Tree			317			
Klax (black)	Tengen			317			
Krazy Kreatures (black)	American Video			317			
Linus Spacehead's Cosmic Crusade (gold)	Camerica			318			
Linus Spacehead's Cosmic Crusade (Aladdin Cart)	Camerica			318			
Master Chu and the Drunkard Hu (blue)	Color Dreams			319			
Maxi 15 (black)	American Video			319			
Menace Beach (black)	Color Dreams			319			
Menace Beach (blue)	Color Dreams			319			
Mermaids of Atlantis (black)	American Video			320			
Metal Fighter (blue)	Color Dreams			320			
Micro Machines (silver) (triangle on label)	Camerica			320			
Micro Machines (silver)	Camerica			320			
Micro Machines (gold)	Camerica			320			
Micro Machines (Aladdin Cart)	Camerica			320			
Mig 29: Soviet Fighter (silver)	A. Sammy			321			
Mission Cobra (blue)	Bunch Games			321			
Moon Ranger (black)	Bunch Games			321			
Moon Ranger (blue)	Bunch Games			321			
Ms. Pac-Man (black)	Tengen			322			
Operation Secret Storm (black)	Color Dreams			323			
P'radikus Conflict (black)	Color Dreams			325			
P'radikus Conflict (blue)	Color Dreams			325			
Pac-Man (black)	Tengen			323			
Pac-Mania (black)	Tengen			324			
Peek-A-Boo Poker	Panesian			324			
Pesterminator (black)	Color Dreams			324			
Pesterminator (blue)	Color Dreams			324			
Puzzle (black)	American Video			325			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Pyramid (black)	American Video		UNLICENSED	325			
Quattro Adventure (gold)	Camerica			326			
Quattro Adventure (Aladdin Cart)	Camerica			326			
Quattro Arcade (gold)	Camerica			326			
Quattro Sports (gold)	Camerica			326			
Quattro Sports (Aladdin Cart)	Camerica			326			
R.B.I. Baseball (black)	Tengen			328			
R.B.I. Baseball 2 (black)	Tengen			328			
R.B.I. Baseball 3 (black)	Tengen			328			
Rad Racket: Deluxe Tennis II (black)	American Video			327			
Raid 2020 (blue)	Color Dreams			327			
Road Runner (black)	Tengen			329			
Robo Demons (blue)	Color Dreams			329			
Rolling Thunder (black)	Tengen			329			
Secret Scout in the Temple of Demise (black)	Color Dreams			330			
Secret Scout in the Temple of Demise (blue)	Color Dreams			330			
Shinobi (black)	Tengen			330			
Shockwave (grey)	A. Game Carts			330			
Silent Assault (black)	Color Dreams			331			
Silent Assault (blue)	Color Dreams			331			
Skull & Crossbones (black)	Tengen			331			
Solitaire (black)	American Video			331			
Spiritual Warfare (black) v5.1	Wisdom Tree			332			
Spiritual Warfare (black) v6.0	Wisdom Tree			332			
Stunt Kids (silver)	Camerica			333			
Sunday Funday: The Ride (black)	Wisdom Tree			333			
Super Sprint (black)	Tengen			334			
Tagin' Dragon (blue)	Bunch Games			334			
Tetris (black)	Tengen			335			
Tiles of Fate (black)	American Video			335			
Toobin' (black)	Tengen			336			
Trolls on Treasure Island (black)	American Video			336			
Ultimate League Soccer (black)	American Video			337			
Ultimate Stuntman, The (gold)	Camerica			337			
Venice Beach Volleyball (black)	American Video			338			
Vindicators (black)	Tengen			338			

5 most expensive unofficial games.

Game Title	Rarity	Loose $	Complete $	Pg	C	I	B
Nintendo World Championship Gold	10	$29,488.00	N/A	194			
Myriad 6-in-1	10	$1,175.00	N/A	302			
Cheetahmen II	8	$721.77	$1,316.87	307			
Peek-a-Boo Poker	8	$620.00	$1,125.00	324			
Bubble Bath Babes	8	$616.89	$1,125.00	306			

SWEDISH NES LIST v0.2

"http://beakore.tripod.com/neslist-scn.txt"
by: beakore

The list contains every SCN NES game given out by the swedish company, Bergsala AS.

Bergsala is the Nordic and Baltic agent and distributor of Nintendo products since 1981.

The list of games with release date is based on the list found on Bergsala's own webpage.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Addams Family, The	Ocean	1992	NES-6Z-SCN	46			
Adventure Island II, The	Hudson	1992	NES-V7-SCN	48			
Adventures in the Magic Kingdom	Capcom	1992	NES-VD-SCN	49			
Adventures of Bayou Billy, The	Konami	1991	NES-MU-EEC	49			
Adventures of Lolo 2	HAL	1991	NES-A4-EEC	51			
Adventures of Lolo 3	HAL	1992	NES-QL-SCN	51			
Adventures of Rad Gravity, The	Activision	1991	NES-2A-EEC	51			
Aladdin	Virgin	1995	NES-AJ-SCN	103			
Anticipation	Nintendo	1989	NES-AP-EEC	55			
Balloon Fight	Nintendo	1986	N/A	61			
Barker Bill's Trick Shooting	Nintendo	1991	NES-ZT-SCN	63			
Batman	SunSoft	1990	NES-B4-EEC	67			
Batman: Return of the Joker	SunSoft	1992	NES-48-SCN	67			
Battle of Olympus, The	Imagineer	1991	NES-AD-SCN	68			
Battletoads	Trade West	1993	NES-8T-SCN	69			
Bigfoot	Acclaim	1991	NES-A8-EEC	70			
Bionic Commando	Capcom	1990	NES-CM-EEC	71			
Blades of Steel	Konami	1990	NES-VS-EEC	72			
Re-Release	Konami		NES-VS-SCN	72			
Blaster Master	SunSoft	1991	NES-VM-EEC	72			
Blue Shadow	Data East	1991	NES-27-SCN	228			
Bubble Bobble	Taito	1990	NES-B2-EEC	76			
Bucky O'Hare	Konami	1993	NES-56-SCN	77			
Capcom's Gold Medal Challenge '92	Capcom	1993	NES-GM-SCN	81			
Captain Planet and the Planeteers	Mindscape	1992	NES-5C-SCN	81			
Captain Skyhawk	Rare	1994	NES-YW-ESP	82			
Castlevania	Konami	1988	NES-CV-EEC	84			
Castlevania II: Simon's Quest	Konami	1990	NES-QU-EEC	84			
Castlevania III: Dracula's Curse	Konami	1992	NES-VN-SCN	84			
Chessmaster, The	Hi Tech	1992	NES-EM-SCN	86			
Chip 'n Dale: Rescue Rangers	Capcom	1991	NES-RU-SCN	86			
Chip 'n Dale: Rescue Rangers 2	Capcom	1994	NES-DV-SCN	87			
Clu Clu Land	Nintendo	1987	N/A	89			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Cobra Triangle	Nintendo	1989	NES-CU-EEC	90			
Darkwing Duck	Capcom	1993	NES-DZ-SCN	103			
Days of Thunder	Mindscape	1991	NES-YH-EEC	97			
Defender of the Crown	Konami	1991	NES-U3-EEC	98			
Déjà Vu	Kemco	1992	NES-DG-SWE	99			
Devil World	Nintendo	1987	N/A	101			
Donkey Kong	Nintendo	1986	N/A	105			
Donkey Kong 3	Nintendo	1987	N/A	105			
Donkey Kong Classics	Nintendo	1989	NES-DJ-EEC	105			
Donkey Kong Jr.	Nintendo	1987	N/A	106			
Double Dragon	Trade West	1994	NES-WD-EEC	107			
Double Dragon III	Acclaim	1994	NES-3W-SCN	107			
Double Dribble	Konami	1989	NES-DW-EEC	108			
Dr. Mario	Nintendo	1991	NES-VU-SCN	109			
Dragon's Lair	Elite	1992	NES-L9-SCN	111			
Duck Hunt	Nintendo	1987	N/A (Bundle)	112			
Duck Hunt	Nintendo	1989	NES-DH-EEC	112			
Duck Tales	Capcom	1990	NES-UK-EEC	112			
Re-Release	Capcom		NES-UK-SCN	112			
Duck Tales 2	Capcom	1993	NES-DL-SCN	113			
Excitebike	Nintendo	1986	N/A	116			
Re-Release	Nintendo		NES-EB-EEC	116			
F-15 Strike Eagle	Microprose	1993	NES-8F-SCN	117			
Family Fun Fitness: Athletic World	Bandai	1988	NES-AW-EEC	58			
Family Fun Fitness: Stadium Events	Bandai	1990	NES-SD-EEC	241			
Faxanadu	Nintendo	1990	NES-FX-EEC	118			
Fester's Quest	SunSoft	1990	NES-EQ-EEC	119			
Flintstones, The: Rescue of Dino & Hoppy	Taito	1992	NES-5Z-SCN	122			
Flitstones, The: The Surprise at Dinosaur Peak	Taito	1994	NES-FT-SCN	122			
Four Player's Tennis	Nintendo	1994	NES-74-ESP	266			
Gargoyle's Quest II	Capcom	1993	NES-G2-SCN	127			
Gauntlet II	Mindscape	1991	NES-2U-EEC	128			
Re-Release	Mindscape		NES-2U-SCN	128			
Ghostbusters II	Activision	1990	NES-VV-EEC	129			
Ghost'n Goblins	Capcom	1989	NES-GG-EEC	130			
Goal!	Jaleco	1994	NES-JG-ESP	130			
Golf	Nintendo	1986	N/A	132			
Re-Release	Nintendo		NES-GF-EEC	132			
Goonies II, The	Konami	1988	NES-GU-EEC	133			
Gradius	Konami	1988	NES-GR-EEC	133			
Gremlins 2: The New Batch	SunSoft	1991	NES-2Z-EEC	134			
Guardian Legend, The	Irem	1992	NES-GD-SCN	135			
Gum Shoe	Nintendo	1988	NES-GS-EEC	135			
Gun.Smoke	Capcom	1989	NES-GK-EEC	136			
Hammerin' Harry	Irem	1994	NES-59-ESP	138			
High Speed	Trade West	1994	NES-8H-ESP	139			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Hogan's Alley	Nintendo	1987	N/A	140			
Ice Climber	Nintendo	1986	N/A (Bundle)	143			
Re-Release	Nintendo		NES-IC-EEC	143			
Ice Hockey	Nintendo	1988	NES-HY-EEC	143			
Ikari Warriors	SNK	1989	NES-IW-EEC	143			
Incredible Crash Dummies, The	LJN	1993	NES-CQ-SCN	145			
Iron Sword: Wizards & Warriors II	Acclaim	1991	NES-IR-EEC	147			
Ivan "Ironman" Stewart's Super Off Road	Nintendo	1991	NES-WU-EEC	148			
Jack Nicklaus' Major Championship Golf	Konami	1991	NES-JC-EEC	149			
Jetsons, The: Cogswell's Caper	Taito	1993	NES-JN-SCN	151			
Journey to Silius	SunSoft	1991	NES-4S-EEC	152			
Jungle Book	Virgin	1994	NES-JJ-SCN	104			
Jurassic Park	Ocean	1993	NES-J9-SCN	153			
Kabuki: Quantum Fighter	HAL	1992	NES-3K-SCN	154			
Kick Off	Imagineer	1992	NES-54-SCN	155			
Kid Icarus	Nintendo	1988	N/A	156			
Re-Release	Nintendo		NES-KI-EEC	156			
Kirby's Adventure	Nintendo	1993	NES-KR-SCN	158			
Knight Rider	Acclaim	1990	NES-NR-EEC	159			
Kung Fu	Nintendo	1987	N/A	161			
Lee Trevino's Fighting Golf	SNK	1990	NES-F1-EEC	163			
Legend of Zelda, The	Nintendo	1987	N/A	165			
Re-Release	Nintendo		NES-ZL-EEC	165			
Lemmings	SunSoft	1993	NES-LG-SCN	166			
Life Force: Salamander	Konami	1989	NES-LF-EEC	167			
Lion King	Virgin	1995	NES-KL-SCN	104			
Little Nemo: The Dream Master	Capcom	1991	NES-LN-SCN	167			
Little Samson	Taito	1993	NES-LT-SCN	168			
Mach Rider	Nintendo	1987	N/A	172			
Maniac Mansion	Jaleco	1992	NES-JM-SWE	175			
Mario & Yoshi	Nintendo	1992	NES-YM-SCN	291			
Mario Bros.	Nintendo	1986	N/A	176			
Re-Release	Nintendo		NES-EB-EEC	176			
McDonald Land	Ocean	1993	NES-4Q-SCN	171			
Mega Man	Capcom	1989	NES-MN-EEC	177			
Mega Man 2	Capcom	1990	NES-XR-EEC	177			
Mega Man 4	Capcom	1993	NES-4V-SCN	178			
Mega Man 5	Capcom	1993	NES-MZ-SCN	178			
Mega Man III	Capcom	1992	NES-XU-SCN	178			
Metal Gear	Konami	1989	NES-ME-EEC	179			
Metroid	Nintendo	1988	N/A	180			
Re-Release	Nintendo		NES-MT-EEC	180			
Mike Tyson's Punch-Out!!	Nintendo	1987	NES-PT-EEC	183			
Mission: Impossible	Konami	1991	NES-U4-SCN	184			
Mr. Gimmick	SunSoft	1993	NES-G6-SCN	186			
NES Open Tournament Golf	Nintendo	1992	NES-UG-SCN	189			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Nintendo World Cup	Nintendo	1991	NES-XZ-SCN	195			
North & South	Imagineer	1992	NES-N5-SCN	196			
Panic Restaurant	Taito	1994	NES-PR-ESP	202			
Paperboy	Mindscape	1990	NES-PY-EEC	202			
Re-Release	Mindscape		NES-PY-SCN	202			
Pinball	Nintendo	1986	N/A	204			
Re-Release	Nintendo		NES-PN-EEC	204			
Popeye	Nintendo	1986	N/A	206			
Power Blade	Taito	1992	NES-7T-SCN	207			
Prince of Persia	Mindscape	1993	NES-PA-SCN	208			
Pro Wrestling	Nintendo	1987	N/A	209			
Re-Release	Nintendo		NES-PW-EEC	209			
Probotector	Konami	1990	NES-77-EEC	92			
Punch-Out!!	Nintendo		NES-QP-SCN	183			
Puzznic	Taito	1991	NES-ZP-EEC	210			
R.C. Pro-Am	Nintendo	1988	NES-PM-EEC	212			
R.C. Pro-Am II	Rare	1993	NES-R2-SCN	212			
Racket Attack	Jaleco	1994	NES-RE-ESP	213			
Rad Racer	Nintendo	1988	N/A	214			
Re-Release	Nintendo		NES-RC-EEC	214			
Rescue The Embassy Mission	Kemco	1991	NES-HZ-EEC	217			
Road Fighter	Konami	1992	NES-39-SCN	218			
Robin Hood: Prince of Thieves	Virgin	1992	NES-7R-SCN	219			
Robo Warrior	Jaleco	1989	NES-RR-EEC	221			
RoboCop	Ocean	1991	NES-CP-EEC	220			
RoboCop 3	Ocean	1994	NES-R3-ESP	220			
Rockin' Kats	Atlus	1992	NES-7A-SCN	222			
Rollergames	Konami	1991	NES-U5-SCN	224			
Rush'n Attack	Konami	1989	NES-RA-EEC	225			
Rygar	Tecmo	1990	NES-RY-EEC	225			
Section-Z	Capcom	1989	NES-SZ-EEC	226			
Shadow Warriors	Tecmo	1991	NES-66-SCN	192			
Shadow Warriors 2	Tecmo	1994	NES-67-ESP	192			
Shadowgate	Kemco	1991	NES-3S-SWE	229			
Shatter Hand	Jaleco	1992	NES-9H-SCN	229			
Side Pocket	FCI	1992	NES-PK-SCN	230			
Silent Service	Konami	1990	NES-IV-EEC	231			
Simpsons, The: Bart vs. the Space Mutants	Acclaim	1991	NES-Q5-SCN	232			
Simpsons, The: Bart vs. the World	Acclaim	1992	NES-Y9-SCN	232			
Skate or Die	Konami	1990	NES-DI-EEC	233			
Ski or Die	Konami	1991	NES-7S-SCN	233			
Slalom	Nintendo	1987	N/A	234			
Re-Release	Nintendo		NES-SL-EEC	234			
Snake Rattle n Roll	Nintendo	1991	NES-RJ-EEC	235			
Re-Release	Nintendo		NES-RJ-SCN	235			
Snake's Revenge	Konami	1992	NES-E2-SCN	236			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Soccer	Nintendo	1987	N/A	237			
Re-Release	Nintendo		NES-SC-EEC	237			
Solar Jetman	Trade West	1991	NES-LJ-SCN	237			
Solomon's Key	Tecmo	1990	NES-KE-EEC	237			
Solstice	Software C	1991	NES-LZ-SCN	238			
Spy vs Spy	Kemco	1990	NES-SP-EEC	240			
Star Force	Tecmo	1990	NES-FO-EEC	241			
Star Tropics	Nintendo	1992	NES-OC-SCN	244			
Star Wars	Lucas Arts	1992	NES-7V-SCN	243			
Super Mario Bros.	Nintendo	1987	N/A	249			
Re-Release	Nintendo		NES-SM-EEC	249			
Re-Release	Nintendo		NES-SM-SCN	249			
Super Mario Bros. 2	Nintendo	1989	NES-MW-EEC	249			
Re-Release	Nintendo		NES-MW-SCN	249			
Super Mario Bros. 3	Nintendo	1991	NES-UM-SCN	249			
Super Mario Bros. / Duck Hunt	Nintendo		NES-MH-EEC	248			
Super Mario Bros. / Tetris / Nintendo World Cup	Nintendo	1991	NES-ZZ-SCN	248			
Super Spike V'Ball	Nintendo	1992	NES-VJ-SCN	250			
Super Turrican	Imagineer	1993	NES-TU-SCN	251			
Sword Master	Activision	1993	NES-8S-SCN	252			
Swords & Serpents	Acclaim	1991	NES-WP-SCN	253			
Tale Spin	Capcom	1992	NES-68-SCN	254			
Tecmo Cup: Football Game	Tecmo	1992	NES-TP-SCN	256			
Tecmo World Wrestling	Tecmo	1990	NES-PZ-EEC	257			
Re-Release	Tecmo		NES-PZ-SCN	257			
Teenage Mutant Hero Turtles	Konami	1990	NES-88-EEC	257			
Re-Release	Konami		NES-88-SCN	257			
Teenage Mutant Hero Turtles II: The Arcade Game	Konami	1991	NES-89-SCN	258			
Tennis	Nintendo	1986	N/A	259			
Re-Release	Nintendo		NES-TE-EEC	259			
Re-Release	Nintendo		NES-TE-SCN	259			
Tetris	Nintendo	1990	NES-EI-EEC	260			
Tiger-Heli	Acclaim	1990	NES-TI-EEC	262			
Tiny Toon Adventures	Konami	1992	NES-NI-SCN	263			
Tiny Toon Adventures 2: Trouble in Wackyland	Konami	1994	NES-T2-SCN	263			
To the Earth	Nintendo	1990	NES-ZE-EEC	264			
Tom & Jerry	Hi Tech	1992	NES-5Y-SCN	265			
Top Gun	Konami	1988	NES-TG-EEC	265			
Top Gun: The Second Mission	Konami	1991	NES-OG-SCN	266			
Track & Field II	Konami	1989	NES-F2-EEC	269			
Track & Field in Barcelona	Kemco	1992	NES-9I-SCN	268			
Trojan	Capcom	1989	NES-TJ-EEC	270			
Uforia	SunSoft	1992	NES-6U-SCN	272			
Volley Ball	Nintendo	1987	N/A	277			
Re-Release	Nintendo		NES-VB-EEC	277			
Werewolf: The Last Warrior	Data East	1991	NES-W8-SCN	280			

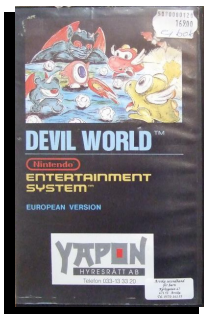
Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Wild Gunman	Nintendo	1988	N/A	283			
Re-Release	Nintendo		NES-WG-EEC	283			
Willow	Capcom	1991	NES-WI-SCN	283			
Wizards & Warriors	Acclaim	1990	NES-WW-EEC	285			
Wizards & Warriors III	Acclaim	1993	NES-8W-SCN	285			
Wrath of the Black Manta, The	Taito	1991	NES-WK-EEC	287			
Wrecking Crew	Nintendo	1987	N/A	287			
Xevious	Bandai	1989	NES-XV-EEC	290			
Yoshi's Cookie	Nintendo	1994	NES-CH-SCN	291			
Zelda II: The Adventure of Link	Nintendo	1988	NES-AL-EEC	293			
Re-Release	Nintendo		NES-AL-SCN	293			

UNOFFICIAL RELEASES

Here are the games that was unofficially released in Sweden.
As far as people know, there is only one game in this list.
The game was released by Wendros.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Joe & Mac: Caveman Ninja	Data East		NES-CJ-SCN	151			

RENTALS



Yapon AB got the rights to rent NES games in ordinary Video Rental stores.
The games often came in hard cases.
There are several games not listed here.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Adventure Island II, The	Hudson	1992	NES-V7-SCN	48			
Adventures of Bayou Billy, The	Konami	1991	NES-MU-EEC	49			
Adventures of Lolo	HAL	1990	NES-AV-EEC	50			
Adventures of Lolo 3	HAL	1992	NES-QL-SCN	51			
Adventures of Lolo II	HAL	1991	NES-A4-EEC	51			
Adventures of Rad Gravity	Activision	1991	NES-2A-EEC	51			
Baby Boomer	Color Dreams			303			
Barker Bill's Trick Shooting	Nintendo	1991	NES-ZT-SCN	63			
Batman: Return of the Joker	SunSoft	1992	NES-48-SCN	67			
Battle of Olympus, The	Imagineer	1991	NES-AD-SCN	68			
Bigfoot	Acclaim	1991	NES-A8-EEC	70			
Blades of Steel	Konami	1990	NES-VS-EEC	72			
Re-Release	Konami		NES-VS-SCN	72			
Blaster Master	SunSoft	1991	NES-VM-EEC	72			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Blue Shadow	Data East	1991	NES-27-SCN	228			
Challenge of the Dragon	Color Dreams			307			
Chessmaster, The	Hi Tech	1991	NES-EM-SCN	86			
Chip'n Dale: Rescue Rangers	Capcom	1991	NES-RU-SCN	86			
Days of Thunder	Mindscape	1991	NES-YH-EEC	97			
Defender of the Crown	Konami	1991	NES-U3-EEC	98			
Die Hard	Activision	1992	NES-57-SCN	101			
Double Dragon II: The Revenge	Acclaim	1991	NES-W2-EEC	107			
Double Dragon III	Acclaim	1992	NES-3W-SCN	107			
Dr. Mario	Nintendo	1991	NES-VU-SCN	109			
Dragon's Lair	Elite	1992	NES-L9-SCN	111			
Duck Tales	Capcom	1990	NES-UK-EEC	112			
Faxanadu	Nintendo	1990	NES-FX-EEC	118			
Flintstones, The: The Rescue of Dino & Hoppy	Taito	1991	NES-5Z-SCN	122			
Gauntlet II	Mindscape	1991	NES-2U-EEC	128			
Gremlins 2: The New Batch	SunSoft	1991	NES-2Z-EEC	134			
Guardian Legend, The	Irem	1991	NES-GD-SCN	135			
Iron Sword: Wizards & Warriors II	Acclaim	1991	NES-IR-EEC	147			
Ivan "Ironman" Stewart's Super Off Road	Nintendo	1991	NES-WU-EEC	148			
Jack Nicklaus' Major Championship Golf	Konami	1991	NES-JC-EEC	149			
Journey to Silius	SunSoft	1991	NES-4S-EEC	152			
Kabuki: Quantum Fighter	HAL	1991	NES-3K-SCN	154			
Little Nemo: The Dream Master	Capcom	1991	NES-LN-SCN	167			
Mega Man 2	Capcom	1990	NES-XR-EEC	177			
Mega Man 3	Capcom	1991	NES-XU-SCN	178			
Mega Man 4	Capcom	1993	NES-4V-SCN	178			
Mission: Impossible	Konami	1991	NES-U4-SCN	184			
NES Open Tournament Golf	Nintendo	1992	NES-UG-SCN	189			
Nintendo World Cup	Nintendo	1991	NES-XZ-SCN	195			
North & South	Imagineer	1992	NES-N5-SCN	196			
Power Blade	Taito	1991	NES-7T-SCN	207			
Probotector	Konami	1990	NES-77-EEC	92			
Puzznic	Taito	1991	NES-ZP-EEC	210			
Rescue The Embassy Mission	Kemco	1991	NES-HZ-EEC	217			
Road Fighter	Konami	1992	NES-39-SCN	218			
RoboCop	Ocean	1991	NES-CP-EEC	220			
Rockin' Kats	Atlus	1992	NES-7A-SCN	222			
Rollergames	Konami	1991	NES-U5-SCN	224			
Shadow Warriors	Tecmo	1991	NES-66-SCN	192			
Shadowgate	Kemco	1991	NES-3S-SWE	229			
Shatterhand	Jaleco	1992	NES-9H-SCN	229			
Side Pocket	FCI	1992	NES-PK-SCN	230			
Silent Service	Konami	1990	NES-IV-EEC	231			
Simpsons, The: Bart vs. the Space Mutants	Acclaim	1991	NES-Q5-SCN	232			
Simpsons, The: Bart vs. the World	Acclaim	1992	NES-Y9-SCN	232			
Ski or Die	Konami	1991	NES-7S-SCN	233			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Snake Rattle n Roll	Nintendo	1991	NES-RJ-EEC	235			
Solstice	Software C	1991	NES-LZ-SCN	238			
Star Tropics	Nintendo	1992	NES-OC-SCN	244			
Stealth ATF	Nintendo	1991	NES-LH-SCN	244			
Street Gangs	Infogrames	1992	NES-ST-SCN				
Super Mario Bros. 3	Nintendo	1991	NES-UM-SCN	249			
Super Spike V'Ball	Nintendo	1992	NES-VJ-SCN	250			
Swords & Serpents	Acclaim	1991	NES-WP-SCN	253			
Tecmo World Wrestling	Tecmo	1990	NES-PZ-EEC	257			
Teenage Mutant Hero Turtles II: The Arcade Game	Konami	1991	NES-89-SCN	258			
Terminator 2: Judgement Day	LJN	1992	NES-62-SCN	259			
Tiny Toon Adventures	Konami	1992	NES-NI-SCN	263			
Tom & Jerry	Hi Tech	1992	NES-5Y-SCN	265			
Top Gun: The Second Mission	Konami	1991	NES-OG-SCN	266			
Total Recall	Acclaim	1991	NES-L4-EEC	266			
Track & Field in Barcelona	Kemco	1991	NES-9I-SCN	268			
Ufouria	SunSoft	1992	NES-6U-SCN	272			
Werewolf: The Last Warrior	Data East	1991	NES-W8-SCN	280			
Willow	Capcom	1991	NES-WI-SCN	283			
Wrath of the Black Manta	Taito	1991	NES-WK-EEC	287			

(In)Complete Europe & Austrialia PAL NES LIST V3.0

"http://nationalgamedepot.zoomshare.com/files/Game_List/NGD_Text.txt"

by: Jason Smith

This massive list is comprised of most of the different ID numbers on both PAL A and PAL B NES games.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
720°				45			
10 Yard Fight	Nintendo		GBR	44			
Action in New York (S.C.A.T.)	Natsume		NES-FV-UKV	226			
Action in New York (S.C.A.T.)	Natsume		NES-FV-NOE	226			
The Addams Family	Ocean		NES-6Z-AUS	46			
The Addams Family	Ocean		NES-6Z-ESP	46			
The Addams Family	Ocean		NES-6Z-FRA	46			
The Addams Family	Ocean		NES-6Z-FRG	46			
The Addams Family	Ocean		NES-6Z-SCN	46			
The Addams Family	Ocean		NES-6Z-UKV	46			
The Addams Family: Pugleys Scavenger Hunt	Ocean		NES-FM-FRA	46			
The Addams Family: Pugleys Scavenger Hunt	Ocean		NES-FM-ITA	46			
Adventure Island – Classic	Hudson		NES-TB-UKV	48			
Adventure Island – Classic	Hudson		NES-TB-ESP	48			
Adventure Island – Classic	Hudson		NES-TB-EEC	48			
The Adventure Island Part II	Hudson		NES-V7-ESP	48			
The Adventure Island Part II	Hudson		NES-V7-UKV	48			
The Adventure Island Part II	Hudson		NES-V7-SCN	48			
The Adventure Island Part II	Hudson		NES-V7-ITA	48			
The Adventure Island Part II	Hudson		NES-V7-AUS	48			
Adventures in the Magic Kingdom	Capcom		NES-VD-AUS	49			
Adventures in the Magic Kingdom	Capcom		NES-VD-ESP	49			
Adventures in the Magic Kingdom	Capcom		NES-VD-FRA	49			
Adventures in the Magic Kingdom	Capcom		NES-VD-UKV	49			
Adventures in the Magic Kingdom	Capcom		NES-VD-SCN	49			
The Adventures of Bayou Billy	Konami		NES-MU-UKV	49			
The Adventures of Bayou Billy	Konami		NES-MU-AUS	49			
The Adventures of Bayou Billy	Konami		NES-MU-FRG	49			
The Adventures of Bayou Billy	Konami		NES-MU-NOE	49			
The Adventures of Bayou Billy	Konami		NES-MU-EEC	49			
The Adventures of Bayou Billy	Konami		NES-MU-FRA	49			
The Adventures of Lolo	HAL America		NES-AV-EEC	50			
The Adventures of Lolo	HAL America		NES-AV-NOE	50			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
The Adventures of Lolo 2	HAL America		NES-A4-EEC	51			
The Adventures of Lolo 2	HAL America		NES-A4-FRA	51			
The Adventures of Lolo 2	HAL America		NES-A4-FRG	51			
The Adventures of Lolo 2	HAL America		NES-A4-ITA	51			
The Adventures of Lolo 3	HAL America		NES-QL-AUS	51			
The Adventures of Lolo 3	HAL America		NES-QL-ESP	51			
The Adventures of Lolo 3	HAL America		NES-QL-SCN	51			
The Adventures of Rad Gravity	Activision		NES-2A-AUS	51			
The Adventures of Rad Gravity	Activision		NES-2A-ESP	51			
The Adventures of Rad Gravity	Activision		NES-2A-UKV	51			
The Adventures of Rad Gravity	Activision		NES-2A-FRA	51			
The Adventures of Rad Gravity	Activision		NES-2A-EEC	51			
Air Fortress	HAL America		NES-AI-AUS	52			
Air Fortress	HAL America		NES-AI-EEC	52			
Airwolf	Acclaim		NES-AF-ESP	53			
Airwolf	Acclaim		NES-AF-UKV	53			
Airwolf	Acclaim		NES-AF-NOE	53			
Airwolf	Acclaim		NES-AF-EEC	53			
Aladdin	Virgin		NES-AJ-FRA	103			
Aladdin	Virgin		NES-AJ-NOE	103			
Aladdin	Virgin		NES-AJ-SCN	103			
Alfred Chicken	Mindscape		NES-AC-NOE	53			
Alfred Chicken	Mindscape		NES-AC-UKV	53			
Alien 3	LJN		NES-X3-NOE	54			
Alien 3	LJN		NES-X3-AUS	54			
Alpha Mission	SNK		NES-AM-ITA	54			
Alpha Mission	SNK		NES-AM-EEC	54			
Anticipation	Nintendo		NES-AP-GBR	55			
Anticipation	Nintendo		NES-AP-EEC	55			
Arch Rivals: A BasketBrawl	Acclaim		NES-Q4-ESP	56			
Arch Rivals: A BasketBrawl	Acclaim		NES-Q4-NOE	56			
Arch Rivals: A BasketBrawl	Acclaim		NES-Q4-AUS	56			
Astèrix	Infogames		NES-AX-ESP	57			
Astèrix	Infogames		NES-AX-FRA	57			
Astèrix	Infogames		NES-AX-FRG	57			
Astèrix	Infogames		NES-AX-UKV	57			
Astyanax	Jaleco		NES-YX-AUS	57			
Astyanax	Jaleco		NES-YX-ESP	57			
Astyanax	Jaleco		NES-YX-NOE	57			
Athletic World	Bandai		NES-AW-EEC	58			
Athletic World: Family Fun Fitness	Bandai		NES-AW-ITA	58			
Athletic World: Family Fun Fitness	Bandai		NES-AW-NOE	58			
Athletic World: Family Fun Fitness	Bandai		NES-AW-EEC	58			
Attack of the Killer Tomatoes	THQ		NES-47-FRA	58			
Attack of the Killer Tomatoes	THQ		NES-47-NOE	58			
Aussie Rules Football (Australia only)	Laser Beam		NES-28-AUS	59			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Bad Dudes vs. Dragonninja	Data East		NES-55-EEC	60			
Bad Dudes vs. Dragonninja	Data East		NES-55-UKV	60			
Bad Dudes vs. Dragonninja	Data East		NES-55-FRA	60			
Bad Dudes vs. Dragonninja	Data East		NES-55-ESP	60			
Balloon Fight	Nintendo		N/A	61			
Balloon Fight	Nintendo		FRA	61			
Balloon Fight	Nintendo		GBR	61			
Balloon Fight	Nintendo		NES-BF-ESP	61			
Balloon Fight	Nintendo		NES-BF-EEC	61			
Balloon Fight	Nintendo		NES-BF-FRA	61			
Banana Prince	Takara		NES-BN-NOE	62			
Banana Prince	Takara		NES-BN-NOE/FRG	62			
Barbie	Hi Tech		NES-8V-AUS	63			
Barbie	Hi Tech		NES-8V-FRA	63			
Barbie	Hi Tech		NES-8V-NOE	63			
Barbie	Hi Tech		NES-8V-UKV	63			
Barker Bill's Trick Shooting	Nintendo		NES-ZT-ESP	63			
Barker Bill's Trick Shooting	Nintendo		NES-ZT-SCN	63			
Baseball	Nintendo		NES-BA-ESP	64			
Baseball	Nintendo		GBR	64			
Batman	Sunsoft		NES-B4-NOE	67			
Batman	Sunsoft		NES-B4-EEC	67			
Batman	Sunsoft		NES-B4-ESP	67			
Batman	Sunsoft		NES-B4-UKV	67			
Batman	Sunsoft		NES-B4-FRA	67			
Batman	Sunsoft		NES-B4-AUS	67			
Batman: Return of the Joker	Sunsoft		NES-48-ESP	67			
Batman: Return of the Joker	Sunsoft		NES-48-FRA	67			
Batman: Return of the Joker	Sunsoft		NES-48-SCN	67			
Batman: Return of the Joker	Sunsoft		NES-48-UKV	67			
Batman Returns	Sunsoft		NES-BX-NOE	67			
The Battle of Olympus	Imagineer		NES-AD-ESP	68			
The Battle of Olympus	Imagineer		NES-AD-UKV	68			
The Battle of Olympus	Imagineer		NES-AD-SCN	68			
The Battle of Olympus	Imagineer		NES-AD-NOE	68			
The Battle of Olympus	Nintendo		NES-AD-GBR	68			
The Battle of Olympus	Nintendo		NES-AD-FRA	68			
The Battle of Olympus	Nintendo		NES-AD-FRG	68			
Battleship	Mindscape		NES-BH-NOE	69			
Battleship	Mindscape		NES-BH-UKV	69			
Battletoad's	Tradewest		NES-8T-AUS	69			
Battletoad's	Tradewest		NES-8T-ESP	69			
Battletoad's	Tradewest		NES-8T-NOE	69			
Battletoad's	Tradewest		NES-8T-SCN	69			
Battletoad's	Tradewest		NES-8T-UKV	69			
Battletoad's vs. Double Dragon	Nintendo		NES-U8-UKV	69			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Battletoad's vs. Double Dragon	Nintendo		NES-U8-ITA-1	69			
Best of the Best: Championship Karate	Loriciel		NES-BB-ESP	70			
Best of the Best: Championship Karate	Loriciel		NES-BB-FRA	70			
Bigfoot	Acclaim		NES-A8-EEC	70			
Bigfoot	Acclaim		NES-A8-ESP	70			
Bigfoot	Acclaim		NES-A8-NOE	70			
Bill & Ted's Excellent Adventure				71			
Bionic Commando	Capcom		NES-CM-EEC	71			
Bionic Commando	Capcom		NES-CM-FRG	71			
Bionic Commando	Capcom		NES-CM-ITA	71			
Bionic Commando	Capcom		NES-CM-UKV	71			
Bionic Commando	Capcom		NES-CM-AUS	71			
Blades of Steel	Konami		NES-VS-AUS	72			
Blades of Steel	Konami		NES-VS-EEC	72			
Blades of Steel	Konami		NES-VS-ESP	72			
Blades of Steel	Konami		NES-VS-FRA	72			
Blades of Steel	Konami		NES-VS-FRG	72			
Blades of Steel	Konami		NES-VS-NOE	72			
Blades of Steel	Konami		NES-VS-UKV	72			
Blaster Master	Sunsoft		NES-VM-ITA	72			
Blaster Master	Sunsoft		NES-VM-UKV	72			
Blaster Master	Sunsoft		NES-VM-SCN	72			
Blaster Master	Sunsoft		NES-VM-EEC	72			
Blaster Master	Sunsoft		NES-VM-FRA	72			
Blaster Master	Sunsoft		NES-VM-FRG	72			
Blue Shadow	Taito		NES-27-ESP	192			
Blue Shadow	Taito		NES-27-SCN	192			
Blue Shadow	Taito		NES-27-UKV	192			
Blue Shadow	Taito		NES-27-NOE	192			
Blue Shadow	Taito		NES-27-FRA	192			
Blue Shadow	Taito		NES-27-FRG	192			
The Blues Brothers	Titus		NES-4Z-FRA	73			
Boulder Dash	Nintendo		NES-XB-ESP	75			
Boulder Dash	Nintendo		NES-XB-FRA	75			
Boulder Dash	Nintendo		NES-XB-NOE	75			
Boulder Dash	Nintendo		NES-XB-UKV	75			
A Boy and His Blob: Trouble in Blobolonia	Absolute		NES-B5-ESP	75			
A Boy and His Blob: Trouble in Blobolonia	Absolute		NES-B5-NOE	75			
A Boy and His Blob: Trouble in Blobolonia	Absolute		NES-B5-GBR	75			
A Boy and His Blob: Trouble in Blobolonia	Absolute		NES-B5-UKV	75			
A Boy and His Blob: Trouble in Blobolonia	Nintendo		NES-B5-FRA	75			
Bram Stokers Dracula	Imagesoft		NES-DR-NOE	75			
Bram Stokers Dracula	Imagesoft		NES-DR-UKV	75			
Bubble Bobble	Taito		NES-B2-FRA	76			
Bubble Bobble	Taito		NES-B2-FRG	76			
Bubble Bobble	Taito		NES-B2-NOE	76			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Bubble Bobble	Taito		NES-B2-UKV	76			
Bubble Bobble	Taito		NES-B2-AUS	76			
Bubble Bobble	Taito		NES-B2-EEC	76			
Bucky O'Hare	Palcom		NES-56-UKV	77			
Bucky O'Hare	Palcom		NES-56-SCN	77			
Bucky O'Hare	Palcom		NES-56-NOE	77			
The Bugs Bunny Birthday Blowout	Kemco		NES-H8-AUS	77			
The Bugs Bunny Birthday Blowout	Kemco		NES-H8-ESP	77			
The Bugs Bunny Birthday Blowout	Kemco		NES-H8-FRA	77			
The Bugs Bunny Birthday Blowout	Kemco		NES-H8-NOE	77			
The Bugs Bunny Birthday Blowout	Kemco		NES-H8-UKV	77			
Burai Fighter	Nintendo		NES-UF-ESP	78			
Burai Fighter	Nintendo		NES-UF-GBR	78			
Burai Fighter	Nintendo		NES-UF-NOE	78			
Burai Fighter	Nintendo		NES-UF-UKV	78			
Burai Fighter	Nintendo		NES-UF-FRA	78			
California Games	Milton Bradley		NES-CG-ESP	80			
California Games	Milton Bradley		NES-CG-FRA	80			
California Games	Milton Bradley		NES-CG-NOE	80			
California Games	Milton Bradley		NES-CG-UKV	80			
California Games	Milton Bradley		NES-CG-ITA	80			
Captain America and the Avengers	Data East		NES-6E-AUS	81			
Captain Planet and the Planeteers	Imagineer		NES-5C-ESP	81			
Captain Planet and the Planeteers	Imagineer		NES-5C-UKV	81			
Captain Planet and the Planeteers	Imagineer		NES-5C-SCN	81			
Captain Planet and the Planeteers	Imagineer		NES-5C-NOE	81			
Captain Planet and the Planeteers	Mindscape		NES-5C-FRA	81			
Captain Skyhawk	Milton Bradley		NES-YW-ESP	82			
Captain Skyhawk	Milton Bradley		NES-YW-UKV	82			
Captain Skyhawk	Nintendo		NES-YW-GBR	82			
Captain Skyhawk	Nintendo		NES-YW-FRA	82			
Castelian	Storm		NES-4C-ESP	83			
Castelian	Storm		NES-4C-FRG	83			
Castelian	Storm		NES-4C-UKV	83			
CastleVania	Konami		NES-CV-FRG	84			
CastleVania	Konami		NES-CV-UKV	84			
CastleVania	Konami		NES-CV-EEC	84			
CastleVania	Konami		NES-CV-ITA	84			
CastleVania	Konami		NES-CV-NOE	84			
CastleVania 2: Simon's Quest	Konami		NES-QU-EEC	84			
CastleVania 2: Simon's Quest	Konami		NES-QU-FRA	84			
CastleVania 2: Simon's Quest	Konami		NES-QU-FRG	84			
CastleVania 2: Simon's Quest	Konami		NES-QU-UKV	84			
CastleVania 2: Simon's Quest	Konami		NES-QU-ESP	84			
CaslteVania 3: Dracula's Curse	Konami		NES-VN-FRA	84			
CaslteVania 3: Dracula's Curse	Konami		NES-VN-NOE	84			

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CaslteVania 3: Dracula's Curse	Konami		NES-VN-SCN	84			
CaslteVania 3: Dracula's Curse	Konami		NES-VN-UKV	84			
The Chessmaster	Nintendo		NES-EM-ESP	86			
The Chessmaster	Nintendo		NES-EM-NOE	86			
The Chessmaster	Nintendo		NES-EM-GPS	86			
The Chessmaster	Nintendo		NES-EM-SCN	86			
Championship Rally	HAL		NES-29-AUS	86			
Championship Rally	HAL		NES-29-ESP	86			
Chip 'N Dale Rescue Rangers	Capcom		NES-RU-ESP	86			
Chip 'N Dale Rescue Rangers	Capcom		NES-RU-FRA	86			
Chip 'N Dale Rescue Rangers	Capcom		NES-RU-UKV	86			
Chip 'N Dale Rescue Rangers	Capcom		NES-RU-NOE	86			
Chip 'N Dale Rescue Rangers	Capcom		NES-RU-NOE-1	86			
Chip 'N Dale Rescue Rangers	Capcom		NES-RU-SCN	86			
Chip 'N Dale Rescue Rangers 2	Capcom		NES-DV-FRA	87			
Chip 'N Dale Rescue Rangers 2	Capcom		NES-DV-NOE	87			
Chip 'N Dale Rescue Rangers 2	Capcom		NES-DV-NOE-1	87			
Chip 'N Dale Rescue Rangers 2	Capcom		NES-DV-SCN	87			
City Connection	Jaleco		NES-CI-ESP	88			
Clu Clu Land	Nintendo		N/A	89			
Clu Clu Land	Nintendo		NES-CL-EEC	89			
Clu Clu Land	Nintendo		FRA	89			
Clu Clu Land	Nintendo		GBR	89			
Cobra Triangle	Nintendo		NES-CU-FRA	90			
Cobra Triangle	Nintendo		NES-CU-EEC	90			
Cobra Triangle	Nintendo		NES-CU-ESP	90			
Cobra Triangle	Nintendo		NES-CU-GBR	90			
Corvette ZR-1 Challenge (Race America)	Milton Bradley		NES-ZJ-ESP	213			
Corvette ZR-1 Challenge (Race America)	Milton Bradley		NES-ZJ-NOE	213			
Corvette ZR-1 Challenge (Race America)	Milton Bradley		NES-ZJ-FRA	213			
Crackout	Palcom		NES-37-ESP	93			
Crackout	Palcom		NES-37-FRA	93			
Crackout	Palcom		NES-37-UKV	93			
Crackout	Palcom		NES-37-FRG	93			
Crackout	Palcom		NES-37-NOE	93			
Crackout	Palcom		NES-37-AUS	93			
Danny Sullivan's Indy Heat	Tradewest		NES-HT-ESP	96			
Danny Sullivan's Indy Heat	Tradewest		NES-HT-ITA	96			
Darkman	Ocean		NES-N8-ESP	96			
Darkwing Duck	Capcom		NES-DZ-FRA	103			
Darkwing Duck	Capcom		NES-DZ-ITA	103			
Darkwing Duck	Capcom		NES-DZ-NOE/FRA	103			
Darkwing Duck	Capcom		NES-DZ-SCN	103			
Darkwing Duck	Capcom		NES-DZ-UKV	103			
Das Dschungelbuch	Virgin		NES-JJ-NOE	104			
Days of Thunder	Mindscape		NES-YH-FRA	97			

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Days of Thunder	Mindscape		NES-YH-FRG	97			
Days of Thunder	Mindscape		NES-YH-ITA	97			
Days of Thunder	Mindscape		NES-YH-SCN	97			
Days of Thunder	Mindscape		NES-YH-UKV	97			
Days of Thunder	Mindscape		NES-YH-NOE	97			
Days of Thunder	Mindscape		NES-YH-EEC	97			
Defender of the Crown	Palcom		NES-U3-EEC	98			
Defender of the Crown	Palcom		NES-U3-FRA	98			
Defender of the Crown	Palcom		NES-U3-UKV	98			
Defender of the Crown	Palcom		NES-U3-NOE	98			
Defender of the Crown	Palcom		NES-U3-ITA	98			
Defender of Dynatron City				99			
Déjà vu	Kemco		NES-DG-SWE/SWE	99			
Devil World (Scandinavia only 5 screw only)	Nintendo		N/A	101			
Die Hard	Activision		NES-57-ESP	101			
Die Hard	Activision		NES-57-SCN	101			
Die Schone Und Das Biest (Beauty and the Beast)	Hudson		NES-B3-NOE	103			
Digger T. Rock: The Legend of the Lost City	Milton Bradley		NES-8D-ESP	102			
Digger T. Rock: The Legend of the Lost City	Milton Bradley		NES-8D-FRA	102			
Digger T. Rock: The Legend of the Lost City	Milton Bradley		NES-8D-ITA	102			
Digger T. Rock: The Legend of the Lost City	Milton Bradley		NES-8D-NOE	102			
Digger T. Rock: The Legend of the Lost City	Milton Bradley		NES-8D-UKV	102			
Donkey Kong	Nintendo		N/A	105			
Donkey Kong	Nintendo		FRA	105			
Donkey Kong	Nintendo		NES-DK-FRA	105			
Donkey Kong	Nintendo		NES-DK-FRG	105			
Donkey Kong 3	Nintendo		N/A	105			
Donkey Kong 3	Nintendo		FRA	105			
Donkey Kong 3	Nintendo		NES-DT-FRA	105			
Donkey Kong Classics	Nintendo		NES-DJ-EEE	105			
Donkey Kong Classics	Nintendo		NES-DJ-ESP	105			
Donkey Kong Classics	Nintendo		NES-DJ-NOE	105			
Donkey Kong Classics	Nintendo		NES-DJ-FRA-1	105			
Donkey Kong Classics	Nintendo		NES-DJ-UKV	105			
Donkey Kong Classics	Nintendo		NES-DJ-FRA	105			
Donkey Kong Classics	Nintendo		NES-DJ-GBR	105			
Donkey Kong Jr.	Nintendo		N/A	106			
Donkey Kong Jr.	Nintendo		NES-JR-EEC	106			
Donkey Kong Jr. Math	Nintendo		NES-CA-ESP	106			
Donkey Kong Jr. Math (Spanish Version)	Nintendo		N/A	106			
Donkey Kong Jr. Math	Nintendo		NES-CA-EEC	106			
Donkey Kong Jr. Math	Nintendo		GBR	106			
Double Dragon	Nintendo		NES-WD-EEC	107			
Double Dragon	Nintendo		NES-WD-ESP	107			
Double Dragon	Nintendo		NES-WD-GBR	107			
Double Dragon	Nintendo		NES-WD-UKV	107			

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Double Dragon	Nintendo		NES-WD-FRA	107			
Double Dragon	Nintendo		NES-WD-FRG	107			
Double Dragon II: The Revenge	Acclaim		NES-W2-ESP	107			
Double Dragon II: The Revenge	Acclaim		NES-W2-FRA	107			
Double Dragon II: The Revenge	Acclaim		NES-W2-UKV	107			
Double Dragon II: The Revenge	Acclaim		NES-W2-ITA	107			
Double Dragon II: The Revenge	Acclaim		NES-W2-EEC	107			
Double Dragon II: The Revenge	Acclaim		NES-W2-NOE	107			
Double Dragon III: The Sacred Stones	Acclaim		NES-3W-AUS	107			
Double Dragon III: The Sacred Stones	Acclaim		NES-3W-ESP	107			
Double Dragon III: The Sacred Stones	Acclaim		NES-3W-FRA	107			
Double Dragon III: The Sacred Stones	Acclaim		NES-3W-AUS	107			
Double Dragon III: The Sacred Stones	Acclaim		NES-3W-ITA	107			
Double Dragon III: The Sacred Stones	Acclaim		NES-3W-SCN	107			
Double Dragon III: The Sacred Stones	Acclaim		NES-3W-UKV	107			
Double Dribble (oval)	Konami		NES-DW-EEC	108			
Double Dribble	Konami		NES-DW-ESP	108			
Double Dribble	Konami		NES-DW-NOE	108			
Double Dribble	Konami		NES-DW-UKV	108			
Double Dribble	Konami		NES-DW-ITA	108			
Dr. Mario	Nintendo		NES-VU-ESP	109			
Dr. Mario	Nintendo		NES-VU-EEC	109			
Dr. Mario	Nintendo		NES-VU-GBR	109			
Dr. Mario	Nintendo		NES-VU-ITA	109			
Dr. Mario	Nintendo		NES-VU-NOE	109			
Dr. Mario	Nintendo		NES-VU-FRA	109			
Dr. Mario	Nintendo		NES-VU-SCN	109			
Dr. Mario	Nintendo		NES-VU-UKV	109			
DragonBall (Dragon Power)	Bandai		NES-B8-FRA	109			
DragonBall (Dragon Power)	Bandai		NES-B8-EEC	109			
Dragon's Lair	Elite		NES-L9-AUS	111			
Dragon's Lair	Elite		NES-L9-ESP	111			
Dragon's Lair	Elite		NES-L9-FRA	111			
Dragon's Lair	Elite		NES-L9-SCN	111			
Dragon's Lair	Elite		NES-L9-UKV	111			
DropZone	Mindscape		NES-D5-UKV	112			
DropZone	Mindscape		NES-D5-NOE	112			
Duck Hunt	Nintendo		NES-DH-EEC	112			
Duck Hunt	Nintendo		NES-DH-ESP	112			
Duck Hunt	Nintendo		FRA	112			
Duck Hunt	Nintendo		NES-DH-GBR	112			
Duck Hunt	Nintendo		NES-DH-FRA	112			
Duck Hunt	Nintendo		N/A	112			
Duck Tales	Capcom		NES-UK-AUS	112			
Duck Tales	Capcom		NES-UK-ESP	112			
Duck Tales	Capcom		NES-UK-GPS	112			

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Duck Tales	Capcom		NES-UK-SCN	112			
Duck Tales	Capcom		NES-UK-ITA	112			
Duck Tales	Capcom		NES-UK-UKV	112			
Duck Tales: La Bande a Picsou	Capcom		NES-UK-FRA	112			
Duck Tales	Capcom		NES-UK-FRG	112			
Duck Tales	Capcom		NES-UK-EEC	112			
Duck Tales	Capcom		NES-UK-NOE	112			
Duck Tales 2	Capcom		NES-DL-FRA/FRA	113			
Duck Tales 2	Capcom		NES-DL-FRA	113			
Duck Tales 2	Capcom		NES-DL-HOL	113			
Duck Tales 2	Capcom		NES-DL-SCN	113			
Duck Tales 2	Capcom		NES-DL-UKV	113			
DynaBlaster (Bomberman)	Hudson Soft		NES-49-ESP	74			
DynaBlaster (Bomberman)	Hudson Soft		NES-49-FRA	74			
DynaBlaster (Bomberman)	Hudson Soft		NES-49-NOE	74			
Elimonator: Boat Duel	Electro Brain		NES-6R-SCN	115			
Elimonator: Boat Duel	Electro Brain		NES-6R-UKV	115			
Elite	Imagineer		NES-EL-ESP	115			
Elite	Imagineer		NES-EL-ITA	115			
Elite	Imagineer		NES-EL-NOE	115			
Elite	Imagineer		NES-EL-UKV	115			
Elite	Imagineer		NES-EL-FRA	115			
Eric Catona Football Challenge: Goal 2 (France)	Jaleco		NES-GT-FRA	131			
Excitebike (double round seal)	Nintendo		NES-EB-GBR	116			
Excitebike (round seal)	Nintendo		NES-EB-GBR	116			
Excitebike	Nintendo		NES-EB-EEC	116			
Excitebike	Nintendo		NES-EB-ESP	116			
Excitebike	Nintendo		NES-EB-FRG	116			
Excitebike	Nintendo		NES-EB-FRA	116			
Excitebike	Nintendo		NES-EB-NOE	116			
Excitebike	Nintendo		NES-EB-UKV	116			
Excitebike	Nintendo		FRA	116			
F-15 Strike Eagle	Micro Prose		NES-8F-FRA/FRA	117			
F-15 Strike Eagle	Micro Prose		NES-8F-SCN	117			
F-15 Strike Eagle	Micro Prose		NES-8f-SWE/SWE	117			
F-15 Strike Eagle	Micro Prose		NES-8F-UKV	117			
Faxanadu	Nintendo		NES-FX-ESP	118			
Faxanadu	Nintendo		NES-FX-EEC	118			
Faxanadu	Nintendo		NES-FX-UKV	118			
Faxanadu	Nintendo		NES-FX-GBR	118			
Faxanadu	Nintendo		NES-FX-FRG	118			
Faxanadu	Nintendo		NES-FX-FRA	118			
Faxanadu	Nintendo		NES-FX-NOE	118			
Felix the Cat	Hudson Soft		NES-FC-FRA	118			
Ferrari Grand Prix Challenge	Acclaim		NES-FG-AUS	119			
Ferrari Grand Prix Challenge	Acclaim		NES-FG-FRA	119			

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Ferrari Grand Prix Challenge	Acclaim		NES-FG-NOE	119			
Ferrari Grand Prix Challenge	Acclaim		NES-FG-UKV	119			
Fester's Quest	Sunsoft		NES-EQ-EEC	119			
Fester's Quest	Sunsoft		NES-EQ-UKV	119			
The Flintstones: The Rescue of Dino & Hoppy	Taito		NES-5Z-UKV	122			
The Flintstones: The Rescue of Dino & Hoppy	Taito		NES-5Z-SCN	122			
The Flintstones: The Rescue of Dino & Hoppy	Taito		NES-5Z-NOE	122			
The Flintstones: The Rescue of Dino & Hoppy	Taito		NES-5Z-FRA	122			
The Flintstones: The Rescue of Dino & Hoppy	Taito		NES-5Z-FRG	122			
The Flintstones: The Rescue of Dino & Hoppy	Taito		NES-5Z-ESP	122			
The Flintstones: The Rescue of Dino & Hoppy	Taito		NES-5Z-AUS	122			
Flintstones 2: The Surprise at Dinosaur Peak!, The	Taito		NES-FT-SCN	122			
Flintstones 2: The Surprise at Dinosaur Peak!, The	Taito		NES-FT-FRA	122			
Flintstones 2: Sorpresa al Picco del Dinosauro, The	Taito		NES-FT-ITA	122			
Formula 1: Sensation	Palcom		NES-FL-NOE	123			
Four Player's Tennis (Evert & Lendl's Tennis)	Asmik		NES-74-ESP	266			
Four Player's Tennis (Evert & Lendl's Tennis)	Asmik		NES-74-FRG	266			
Four Player's Tennis (Evert & Lendl's Tennis)	Asmik		NES-74-FRA	266			
Four Player's Tennis (Evert & Lendl's Tennis)	Asmik		NES-74-UKV	266			
Four Player's Tennis (Evert & Lendl's Tennis)	Asmik		NES-74-NOE	266			
Four Player's Tennis (Evert & Lendl's Tennis)	Asmik		NES-74-NOE-1	266			
Galaga: Demons of Death (oval)	Bandai		NES-AG-EEC	126			
Galaga: Demons of Death	Bandai		NES-AG-FRA	126			
Galaga: Demons of Death	Bandai		NES-AG-ITA	126			
Galaxy 5000: Racing in the 51st century	Activision		NES-Y5-ESP	127			
Galaxy 5000: Racing in the 51st century	Activision		NES-Y5-NOE	127			
Galaxy 5000: Racing in the 51st century	Activision		NES-Y5-UKV	127			
Gargoyle's Quest II	Capcom		NES-G2-FRG	127			
Gargoyle's Quest II	Capcom		NES-G2-SCN	127			
Gargoyle's Quest II	Capcom		NES-G2-UKV	127			
Gauntlet II	Mindscape		NES-2U-EEC	128			
Gauntlet II	Mindscape		NES-2U-ESP	128			
Gauntlet II	Mindscape		NES-2U-FRA	128			
Gauntlet II	Mindscape		NES-2U-FRG	128			
Gauntlet II	Mindscape		NES-2U-ITA	128			
Gauntlet II	Mindscape		NES-2U-NOE	128			
Gauntlet II	Mindscape		NES-2U-SCN	128			
Gauntlet II	Mindscape		NES-2U-UKV	128			
George Forman's KO Boxing	Acclaim		NES-KB-ESP	129			
George Forman's KO Boxing	Acclaim		NES-KB-FRA	129			
George Forman's KO Boxing	Acclaim		NES-KB-NOE	129			
Ghostbuster's II	Activision		NES-VV-AUS	129			
Ghostbuster's II	Activision		NES-VV-EEC	129			
Ghostbuster's II	Activision		NES-VV-FRA	129			
Ghostbuster's II	Activision		NES-VV-ITA	129			
Ghost N' Goblins	Capcom		NES-GG-FRG	130			

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Ghost N' Goblins	Capcom		NES-GG-UKV	130			
Ghost N' Goblins	Capcom		NES-GG-EEC	130			
Goal!	Jaleco		NES-JG-ESP	130			
Goal!	Jaleco		NES-JG-FRA	130			
Goal!	Jaleco		NES-JG-NOE	130			
Goal!	Jaleco		NES-JG-UKV	130			
Goal! 2	Jaleco		NES-GT-ESP	131			
Godzilla: Monster of Monsters!	Toho		NES-GZ-ESP	131			
Godzilla: Monster of Monsters!	Toho		NES-GZ-UKV	131			
Godzilla: Monster of Monsters!	Toho		NES-GZ-FRA	131			
Godzilla: Monster of Monsters!	Toho		NES-GZ-AUS	131			
Gold Medal Challenge '92	Capcom		NES-GM-SCN	81			
Golf	Nintendo		N/A	132			
Golf	Nintendo		NES-GF-ESP	132			
Golf	Nintendo		NES-GF-GBR	132			
Golf	Nintendo		NES-GF-EEC	132			
Golf	Nintendo		NES-GF-NOE	132			
Golf	Nintendo		NES-GF-FRA	132			
Golf	Nintendo		FRA	132			
Golf	Nintendo		GBR	132			
Golf	Nintendo		NES-GF-UKV	132			
The Goonies II	Konami		NES-GU-FRG	133			
The Goonies II	Konami		NES-GU-ITA	133			
The Goonies II	Konami		NES-GU-UKV	133			
The Goonies II	Konami		NES-GU-NOE	133			
The Goonies II (oval)	Konami		NES-GU-EEC	133			
Gradius	Konami		NES-GR-FRG	133			
Gradius	Konami		NES-GR-UKV	133			
Gradius	Konami		NES-GR-NOE	133			
Gradius	Konami		NES-GR-NOE-1	133			
Gradius	Konami		NES-GR-ITA	133			
Gradius	Konami		NES-GR-EEC	133			
Gremlins 2: The New Batch	Sunsoft		NES-2Z-AUS	134			
Gremlins 2: The New Batch	Sunsoft		NES-2Z-FRA	134			
Gremlins 2: The New Batch	Sunsoft		NES-2Z-FRG	134			
Gremlins 2: The New Batch	Sunsoft		NES-2Z-EEC	134			
Gremlins 2: The New Batch	Sunsoft		NES-2Z-ITA	134			
Gremlins 2: The New Batch	Sunsoft		NES-2Z-NOE	134			
Gremlins 2: The New Batch	Sunsoft		NES-2Z-UKV	134			
The Guardian Legend	Nintendo		NES-GD-ESP	135			
The Guardian Legend	Nintendo		NES-GD-GBR	135			
The Guardian Legend	Nintendo		NES-GD-NOE	135			
The Guardian Legend	Nintendo		NES-GD-SCN	135			
Guerrilla War	SNK		NES-GW-AUS	135			
Guerrilla War	SNK		NES-GW-ESP	135			
Gumshoe	Nintendo		NES-GS-EEC	135			

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Gumshoe	Nintendo		NES-GS-ESP	135			
Gumshoe	Nintendo		NES-GS-FRA	135			
Gun.Smoke	Capcom		NES-GK-UKV	136			
Gun.Smoke	Capcom		NES-GK-EEC	136			
Gyromite	Nintendo		GBR	136			
Gyromite	Nintendo		NES-GY-FRA	136			
Hammerin' Harry	Irem		NES-59-ESP	138			
Hammerin' Harry	Irem		NES-59-FRA	138			
Hammerin' Harry	Irem		NES-59-FRG	138			
High Speed	Tradewest		NES-8H-AUS	139			
High Speed	Tradewest		NES-8H-UKV	139			
High Speed	Tradewest		NES-8H-FRA	139			
High Speed	Tradewest		NES-8H-EEC	139			
High Speed	Tradewest		NES-8H-ESP	139			
High Speed	Tradewest		NES-8H-NOE	139			
Hogan's Alley	Nintendo		NES-HA-ESP	140			
Hogan's Alley	Nintendo		NES-HA-GBR	140			
Hogan's Alley	Nintendo		NES-HA-FRA	140			
Hogan's Alley	Nintendo		N/A	140			
Home Alone 2: Lost in New York	THQ		NES-HM-UKV	141			
Home Alone 2: Lost in New York	THQ		NES-HM-NOE	141			
Hook	Ocean		NES-7Q-AUS	141			
Hook	Ocean		NES-7Q-ESP	141			
Hook	Ocean		NES-7Q-FRA	141			
Hook	Ocean		NES-7Q-NOE	141			
Hook	Ocean		NES-7Q-UKV	141			
HOOPS	Jaleco		NES-2B-AUS	141			
HOOPS	Jaleco		NES-2B-ESP	141			
Hudson Hawk	Ocean		NES-Y4-ESP	142			
Hudson Hawk	Ocean		NES-Y4-FRA	142			
The Hunt for Red October -- La Caza Del Octubre Rojo	Hi Tech		NES-7H-ESP	142			
The Hunt for Red October	Hi Tech		NES-7H-NOE	142			
The Hunt for Red October	Hi Tech		NES-7H-UKV	142			
The Hunt for Red October -- A La poursuite de l'Octobre Rouge	Hi Tech		NES-7H-FRA	142			
Ice Climber	Nintendo		N/A	143			
Ice Climber	Nintendo		NES-IC-EEC	143			
Ice Climber	Nintendo		NES-IC-ESP	143			
Ice Climber	Nintendo		FRA	143			
Ice Climber	Nintendo		GBR	143			
Ice Hockey	Nintendo		NES-HY-EEC	143			
Ice Hockey	Nintendo		NES-HY-ESP	143			
Ice Hockey	Nintendo		NES-HY-FRA	143			
Ice Hockey	Nintendo		NES-HY-NOE	143			
Ikari Warriors	SNK		NES-IW-EEC	143			

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Ikari Warriors	SNK		NES-IW-ITA	143			
Ikari Warriors	SNK		NES-IW-UKV	143			
The Incredible Crash Dummies	LJN		NES-CQ-AUS	145			
The Incredible Crash Dummies	LJN		NES-CQ-UKV	145			
The Incredible Crash Dummies	LJN		NES-CQ-NOE	145			
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Isolated Warrior	NTVIC		NES-W6-UKV	148			
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Jack Nicklaus' Greatest 18 Holes of Major Championship Golf	Konami		NES-JC-FRG	149			
Jack Nicklaus' Greatest 18 Holes of Major Championship Golf	Konami		NES-JC-NOE	149			
Jack Nicklaus' Greatest 18 Holes of Major Championship Golf	Konami		NES-JC-UKV	149			
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Jackie Chan's Action Kung-Fu	Hudson Soft		NES-V5-UKV	149			
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The Jetsons: Cogwells Caper	Taito		NES-JN-SCN	151			
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Jimmy Connors Tennis	UBI Soft		NES-JT-FRA	151			
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Joe & Mac: Caveman Ninja	Data East		NES-CJ-UKV	151			
Joe & Mac: Caveman Ninja	Data East		NES-CJ-SCN	151			
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Journey to Silius	Sunsoft		NES-4S-ITA	152			
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The Jungle Book	Virgin		NES-JJ-SCN	104			
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Jurassic Park	Ocean		NES-J9-SCN	153			
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Kabuki Quantum Fighter	Nintendo		NES-3K-GBR	154			
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Kid Icarus	Nintendo		NES-KI-EEC	156			
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Kirby's Adventure	Nintendo		NES-KR-UKV	158			
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Knight Rider	Acclaim		NES-NR-ESP	159			
Knight Rider	Acclaim		NES-NR-NOE	159			
Konami Hyper Soccer	Konami		NES-86-ESP	160			
Konami Hyper Soccer	Konami		NES-86-FRA	160			
Konami Hyper Soccer	Konami		NES-86-NOE	160			
Konami Hyper Soccer	Konami		NES-86-UKV	160			
Krusty's Fun House	Acclaim		NES-KF-AUS	160			
Krusty's Fun House	Acclaim		NES-KF-NOE	160			
Krusty's Fun House	Acclaim		NES-KF-UKV	160			
Krusty's Fun House	Acclaim		NES-KF-FRA	160			
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Kung Fu	Nintendo		NES-SX-EEC	161			
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The Legend of Zelda	Nintendo		NES-ZL-NOE	165			
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The Legend of Zelda	Nintendo		NES-ZL-SCN	165			
The Legend of Zelda	Nintendo		NES-ZL-UKV	165			
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Life Force - Salamander	Konami		NES-LF-UKV	167			
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The Lion King	Virgin		NES-KL-UKV	104			
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IL Re Leone (Lion King)	Virgin		NES-KL-ITA	104			
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Little Nemo the Dream Master	Nintendo		NES-LN-FRA	167			
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Little Samson	Taito		NES-LT-NOE	168			
Little Samson	Taito		NES-LT-SCN	168			
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Low G Man: The Low Gravity Man	Nintendo		NES-L7-UKV	169			
Low G Man: The Low Gravity Man	Nintendo		NES-L7-FRA	169			
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Lunar Pool	FCI		NES-LP-ESP	170			
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Mach Rider	Nintendo		NES-MR-ESP	172			
Mach Rider	Nintendo		NES-MR-FRA	172			
Mach Rider	Nintendo		GBR	172			
Mach Rider	Nintendo		NES-MR-GBR	172			
Mach Rider	Nintendo		NES-MR-SCN	172			
Mach Rider	Nintendo		FRA	172			
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Maniac Mansion	Jaleco		NES-JM-HOL	175			
Maniac Mansion	Jaleco		NES-JM-NOE/FRG	175			
Maniac Mansion	Jaleco		NES-JM-SWE/SWE	175			
Maniac Mansion	Jaleco		NES-JM-UKV	175			
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Marble Madness	Milton Bradley		NES-MV-NOE	175			

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Mario & Yoshi	Nintendo		NES-YM-FRA	291			
Mario & Yoshi	Nintendo		NES-YM-GPS	291			
Mario & Yoshi	Nintendo		NES-YM-ITA-1	291			
Mario & Yoshi	Nintendo		NES-YM-NOE	291			
Mario & Yoshi	Nintendo		NES-YM-SCN	291			
Mario & Yoshi	Nintendo		NES-YM-UKV	291			
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Mario Bros., The Orignal	Nintendo		NES-MA-ESP	176			
Mario Bros., The Orignal	Nintendo		NES-MA-GBR	176			
Mario Bros., The Orignal	Nintendo		NES-MA-ITA-1	176			
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McDonaldland	Virgin		NES-4Q-FRA	171			
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McDonaldland	Virgin		NES-4Q-NOE	171			
McDonaldland	Virgin		NES-4Q-SCN/FRA	171			
McDonaldland	Virgin		NES-4Q-UKV	171			
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Mega Man	Capcom		NES-MN-UKV	177			
Mega Man	Capcom		NES-MN-EEC	177			
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Mega Man 2	Capcom		NES-XR-UKV	177			
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Mega Man 3	Nintendo		NES-XU-NOE	178			
Mega Man 3	Nintendo		NES-XU-ITA-1	178			
Mega Man 3	Nintendo		NES-XU-GBR	178			
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Mega Man 4	Nintendo		NES-4V-SCN	178			
Mega Man 4	Nintendo		NES-4V-NOE	178			
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Mega Man 5	Capcom		NES-MZ-NOE	178			
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Mega Man 5	Capcom		NES-MZ-SCN	178			

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Metal Gear	Konami		NES-ME-EEC	179			
Metal Gear	Konami		NES-ME-ITA	179			
Metroid	Nintendo		NES-MT-ESP	180			
Metroid	Nintendo		NES-MT-FRA	180			
Metroid	Nintendo		NES-MT-GBR	180			
Metroid	Nintendo		NES-MT-EEC	180			
Metroid	Nintendo		NES-MT-NOE	180			
Mighty Bomb Jack	Tecmo		NES-BJ-AUS	182			
Mighty Bomb Jack	Tecmo		NES-BJ-ESP	182			
Mighty Final Fight	Capcom		NES-MF-NOE	183			
Mike Tyson's Punch-out!!	Nintendo		NES-PT-EEC	183			
Mike Tyson's Punch-out!!	Nintendo		NES-PT-ESP	183			
Mike Tyson's Punch-out!!	Nintendo		NES-PT-FRA	183			
Mike Tyson's Punch-out!!	Nintendo		NES-PT-UKV	183			
Mike Tyson's Punch-out!!	Nintendo		NES-PT-GBR	183			
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The Miracle Piano Teaching System	Mindscape		NES-9M-NOE/FRG	184			
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NES Open Tournament Golf	Nintendo		NES-UG-NOE	189			
NES Open Tournament Golf	Nintendo		NES-UG-SCN	189			
NES Open Tournament Golf	Nintendo		NES-UG-UKV	189			
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The New Ghostbuster's II	HAL Laboratory		NES-QD-FRA	190			
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Nintendo World Cup	Nintendo		NES-XZ-FRG-1	195			
Nintendo World Cup	Nintendo		NES-XZ-SCN	195			
Nintendo World Cup	Nintendo		NES-XZ-NOE	195			
Noah's Arc	Konami		NES-NH-FRG	195			
Noah's Arc	Konami		NES-NH-NOE	195			
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Operation Wolf: Take No Prisoners	Taito		NES-OW-ESP	197			
Operation Wolf: Take No Prisoners	Taito		NES-OW-FRA	197			
Operation Wolf: Take No Prisoners	Taito		NES-OW-ITA	197			
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Paperboy	Mindscape		NES-PY-UKV	202			
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Parasol Stars: Rainbow Islands II	Ocean		NES-P6-UKV	203			
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Parodius	Palcom		NES-PV-NOE	203			
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Pinball	Nintendo		GBR	204			
Pinball	Nintendo		NES-PN-GBR	204			
Pinball	Nintendo		NES-PN-EEC	204			
Pinball	Nintendo		NES-PN-NOE	204			
Pinball	Nintendo		FRA	204			
Pinball	Nintendo		N/A	204			
Pinball Quest	Jaleco		NES-P9-AUS	205			
Pin-Bot	Nintendo		NES-IO-ESP	205			
Pin-Bot	Nintendo		NES-IO-GBR	205			
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Pin-Bot	Nintendo		NES-IO-UKV	205			
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Pirates!	Palcom		NES-8U-NOE/FRG	206			
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Popeye	Nintendo		NES-PP-EEC	206			
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Popeye	Nintendo		NES-PP-UKV	206			
Power Blade	Taito		NES-7T-FRA	207			
Power Blade	Taito		NES-7T-FRG	207			
Power Blade	Taito		NES-7T-ITA	207			
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Power Blade	Taito		NES-7T-SCN	207			
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Prince of Persia	Mindscape		NES-PA-ESP	208			
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Prince of Persia	Mindscape		NES-PA-NOE/FRG	208			
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Prince of Persia	Mindscape		NES-PA-SCN	208			
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Pro Wrestling	Nintendo		NES-PW-ESP	209			
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Probotector (Contra)	Konami		NES-77-AUS	92			
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Probotector (Contra) (round)	Konami		NES-77-EEC	92			
Probotector (Contra)	Konami		NES-77-FRA	92			
Probotector II: Return of the.Evil Forces (Super C)	Konami		NES-PD-FRA	246			
Probotector II: Return of the.Evil Forces (Super C)	Konami		NES-PD-NOE	246			
Probotector II: Return of the.Evil Forces (Super C)	Konami		NES-PD-UKV	246			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Punch-Out!!	Nintendo		NES-QP-ESP	183			
Punch-Out!!	Nintendo		NES-QP-FRA	183			
Punch-Out!!	Nintendo		NES-QP-UKV	183			
Puzznic	Taito		NES-ZP-AUS	210			
Puzznic	Taito		NES-ZP-FRG	210			
Puzznic	Taito		NES-ZP-ITA	210			
Puzznic	Taito		NES-ZP-EEC	210			
Puzznic	Taito		NES-ZP-NOE	210			
R.C. Pro Am	Nintendo		NES-PM-EEC	212			
R.C. Pro Am	Nintendo		NES-PM-ESP	212			
R.C. Pro Am	Nintendo		NES-PM-FRA	212			
R.C. Pro Am	Nintendo		NES-PM-GBR	212			
R.C. Pro Am: Rennfieder auf 32 Rennstrecken	Nintendo		NES-PM-NOE	212			
R.C. Pro Am II	Nintendo		NES-R2-SCN	212			
Racket Attack	Jaleco		NES-RE-AUS	213			
Racket Attack	Jaleco		NES-RE-EEC	213			
Racket Attack	Jaleco		NES-RE-ESP	213			
Rackets & Rivals	Palcom		NES-R7-NOE	213			
Rad Racer	Nintendo		NES-RC-EEC	214			
Rad Racer	Nintendo		NES-RC-ESP	214			
Rad Racer	Nintendo		NES-RC-GBR	214			
Rad Racer	Nintendo		NES-RC-GPS	214			
Rad Racer	Nintendo		NES-RC-FRA	214			
Rad Racer	Nintendo		NES-RC-NOE	214			
Rad Racer	Nintendo		NES-RC-UKV	214			
Rad Racer (Spanish version)	Nintendo		NES-RC-ESP	214			
Rainbow Islands: The Story of Bubble Bobble 2	Taito		NES-64-AUS	215			
Rainbow Islands: The Story of Bubble Bobble 2	Taito		NES-64-ESP	215			
Rainbow Islands: The Story of Bubble Bobble 2	Taito		NES-64-FRA	215			
Rainbow Islands: The Story of Bubble Bobble 2	Taito		NES-64-UKV	215			
Rampart	Jaleco		NES-73-NOE	216			
Rescue: The Embassy Mission	Kemco		NES-HZ-UKV	217			
Rescue: The Embassy Mission (round)	Kemco		NES-HZ-EEC	217			
Rescue: The Embassy Mission	Kemco		NES-HZ-ESP	217			
Rescue: The Embassy Mission	Kemco		NES-HZ-FRA	217			
Road Blasters	Mindscape		NES-VE-ESP	219			
Road Blasters	Mindscape		NES-VE-NOE	219			
Road Fighter	Palcom		NES-39-AUS	218			
Road Fighter	Palcom		NES-39-ESP	218			
Road Fighter	Palcom		NES-39-FRG	218			
Road Fighter	Palcom		NES-39-NOE	218			
Road Fighter	Palcom		NES-39-SCN	218			
Road Fighter	Palcom		NES-39-UKV	218			
Robin Hood: Prince of Thieves	Mindscape		NES-7R-ESP	219			
Robin Hood: Prince of Thieves	Mindscape		NES-7R-NOE	219			
Robin Hood: Prince of Thieves	Mindscape		NES-7R-NOE/FRG	219			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Robin Hood: Prince of Thieves	Mindscape		NES-7R-SCN	219			
Robocop	Ocean		NES-CP-EEC	220			
Robocop	Ocean		NES-CP-FRA	220			
Robocop	Ocean		NES-CP-UKV	220			
Robocop 2	Ocean		NES-2C-AUS	220			
Robocop 2	Ocean		NES-2C-ESP	220			
Robocop 2	Ocean		NES-2C-FRA	220			
Robocop 2	Ocean		NES-2C-UKV	220			
Robocop 3	Ocean		NES-R3-ESP	220			
Robowarrior	Jaleco		NES-RR-ITA	221			
Robowarrior	Jaleco		NES-RR-EEC	221			
Rockin' Kats	Atlus		NES-7A-ESP	222			
Rockin' Kats	Atlus		NES-7A-FRG	222			
Rockin' Kats	Atlus		NES-7A-SCN	222			
Rodland	Storm		NES-R8-ESP	222			
Rodland	Storm		NES-R8-ITA	222			
Rollergames	Konami		NES-U5-ESP	224			
Rollergames	Konami		NES-U5-FRA	224			
Rollergames	Konami		NES-U5-AUS	224			
Rollergames	Konami		NES-U5-NOE	224			
Rollergames	Konami		NES-U5-SCN	224			
Rollergames	Konami		NES-U5-UKV	224			
Roundball -2-on-2 Challenge	Mindscape		NES-RW-NOE	225			
Rush 'N Attack	Konami		NES-RA-EEC	225			
Rush 'N Attack	Konami		NES-RA-FRG	225			
Rush 'N Attack	Konami		NES-RA-ITA	225			
Rush 'N Attack	Konami		NES-RA-UKV	225			
Rygar	Tecmo		NES-RY-EEC	225			
Rygar	Tecmo		NES-RY-ITA	225			
Rygar	Tecmo		NES-RY-NOE	225			
Rygar	Tecmo		NES-RY-UKV	225			
Rygar	Tecmo		NES-RY-UKV-1	225			
Section Z	Capcom		NES-SZ-UKV	226			
Section Z	Capcom		NES-SZ-EEC	226			
Shadow Warriors (Ninja Gaiden)	Tecmo		NES-66-ESP	192			
Shadow Warriors (Ninja Gaiden)	Tecmo		NES-66-ITA	192			
Shadow Warriors (Ninja Gaiden)	Tecmo		NES-66-ITA-1	192			
Shadow Warriors (Ninja Gaiden)	Tecmo		NES-66-SCN	192			
Shadow Warriors (Ninja Gaiden)	Tecmo		NES-66-NOE	192			
Shadow Warriors (Ninja Gaiden)	Tecmo		NES-66-UKV	192			
Shadow Warriors (Ninja Gaiden)	Tecmo		NES-66-FRA	192			
Shadow Warriors II (Ninja Gaiden 2)	Tecmo		NES-67-AUS	192			
Shadow Warriors II (Ninja Gaiden 2)	Tecmo		NES-67-ESP	192			
Shadow Warriors II (Ninja Gaiden 2)	Tecmo		NES-67-FRG	192			
Shadow Warriors III (Ninja Gaiden 3)	Tecmo			192			
Shadowgate	Kemco		NES-3S-AUS	229			

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Shadowgate	Kemco		NES-3S-FRA/FRA	229			
Shadowgate	Kemco		NES-3S-NOE/FRG	229			
Shadowgate	Kemco		NES-3S-SWE/SWE	229			
Shadowgate	Kemco		NES-3S-UKV	229			
Shadowgate	Kemco		NES-3S-HOL	229			
Shatterhand	Jaleco		NES-9H-ESP	229			
Shatterhand	Jaleco		NES-9H-SCN	229			
Side Pocket	Data East		NES-PK-AUS	230			
Side Pocket	Data East		NES-PK-SCN	230			
Silent Service	Konami		NES-IV-UKV	231			
Silent Service	Konami		NES-IV-ITA	231			
Silent Service	Konami		NES-IV-FRA	231			
Silent Service	Konami		NES-IV-FRG	231			
Silent Service	Konami		NES-IV-EEC	231			
The Simpsons: Bart vs. the Space Mutants	Acclaim		NES-Q5-AUS	232			
The Simpsons: Bart vs. the Space Mutants	Acclaim		NES-Q5-ESP	232			
The Simpsons: Bart vs. the Space Mutants	Acclaim		NES-Q5-UKV	232			
The Simpsons: Bart vs. the Space Mutants	Acclaim		NES-Q5-NOE	232			
The Simpsons: Bart vs. the Space Mutants	Acclaim		NES-Q5-FRA	232			
The Simpsons: Bart vs. the Space Mutants	Acclaim		NES-Q5-SCN	232			
The Simpsons: Bart vs. the World	Acclaim		NES-Y9-AUS	232			
The Simpsons: Bart vs. the World	Acclaim		NES-Y9-ESP	232			
The Simpsons: Bart vs. the World	Acclaim		NES-Y9-FRA	232			
The Simpsons: Bart vs. the World	Acclaim		NES-Y9-NOE	232			
The Simpsons: Bart vs. the World	Acclaim		NES-Y9-SCN	232			
The Simpsons: Bart vs. the World	Acclaim		NES-Y9-UKV	232			
The Simpsons: Bartman meets Radioactive Man	Acclaim		NES-RN-FRA	232			
Skate or Die	Palcom		NES-DI-EEC	233			
Skate or Die	Palcom		NES-DI-FRG	233			
Skate or Die	Palcom		NES-DI-ITA-1	233			
Skate or Die	Palcom		NES-DI-UKV	233			
Ski or Die	Palcom		NES-7S-UKV	233			
Ski or Die	Palcom		NES-7S-SCN	233			
Ski or Die	Palcom		NES-7S-NOE	233			
Ski or Die	Palcom		NES-7S-FRA	233			
Ski or Die	Palcom		NES-7S-ESP	233			
Slalom	Nintendo		NES-SL-EEC	234			
Slalom	Nintendo		NES-SL-FRA	234			
Smash TV	Acclaim		NES-5V-AUS	235			
Smash TV	Acclaim		NES-5V-UKV	235			
Smurfs (De Smurphen)	Infogrames		NES-SF-HOL	235			
Smurfs (Die Schlumpfe)	Infogrames		NES-SF-NOE	235			
Smurfs (Les Schtroumpfs)	Infogrames		NES-SF-FRA	235			
Snake Rattle 'n Roll	Nintendo		NES-RJ-ESP	235			
Snake Rattle 'n Roll	Nintendo		NES-RJ-UKV	235			
Snake Rattle 'n Roll	Nintendo		NES-RJ-NOE	235			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Snake Rattle 'n Roll	Nintendo		NES-RJ-FRA	235			
Snake Rattle 'n Roll	Nintendo		NES-RJ-EEC	235			
Snake's Revenge	Konami		NES-E2-ESP	236			
Snake's Revenge	Konami		NES-E2-FRA	236			
Snake's Revenge	Konami		NES-E2-SCN	236			
Snake's Revenge	Konami		NES-E2-NOE	236			
Snake's Revenge	Konami		NES-E2-UKV	236			
Snake's Revenge	Konami		NES-E2-AUS	236			
Snow Board Challenge	Activision		NES-SH-ESP	139			
Snow Brothers	Capcom		NES-7L-FRG	236			
Soccer	Nintendo		N/A	237			
Soccer	Nintendo		NES-SC-ESP	237			
Soccer	Nintendo		GBR	237			
Soccer	Nintendo		NES-SC-GBR	237			
Soccer	Nintendo		NES-SC-ITA-1	237			
Soccer	Nintendo		NES-SC-EEC	237			
Soccer	Nintendo		NES-SC-FRA	237			
Soccer	Nintendo		NES-SC-FRA-1	237			
Soccer	Nintendo		FRA	237			
Soccer	Nintendo		NES-SC-NOE	237			
Solar Jetman: A La Caza Del Golden Warship	Nintendo		NES-LJ-ESP	237			
Solar Jetman: Die Suche Nach Dem Goldenen Kriegss	Nintendo		NES-LJ-NOE	237			
Solar Jetman: La Chasse Au Vaisseau D'or	Nintendo		NES-LJ-FRA	237			
Solar Jetman: Hunt for the Golden Warship	Nintendo		NES-LJ-NOE	237			
Solar Jetman: Hunt for the Golden Warship	Nintendo		NES-LJ-SCN	237			
Solar Jetman: Hunt for the Golden Warship	Nintendo		NES-LJ-UKV	237			
Solomon's Key	Tecmo		NES-KE-ESP	237			
Solomon's Key	Tecmo		NES-KE-UKV	237			
Solomon's Key	Tecmo		NES-KE-EEC	237			
Solomon’s Key 2 (Fire ‘N Ice)	Tecmo		NES-XL-ESP	120			
Solomon’s Key 2 (Fire ‘N Ice)	Tecmo		NES-XL-FRG	120			
Solomon’s Key 2 (Fire ‘N Ice)	Tecmo		NES-XL-SCN	120			
Solstice: Die Suche nach dem Zauberstab von Demnos	Sony Imagesoft		NES-LX-NOE	238			
Solstice: La Busqueda del Raculo de Demnos	Sony Imagesoft		NES-LX-ESP	238			
Solstice: La quete du Sceptre de Denunos	Sony Imagesoft		NES-LX-FRA	238			
Solstice: The Quest for the Staff of Demons	Sony Imagesoft		NES-LX-GBR	238			
Solstice: The Quest for the Staff of Demons	Sony Imagesoft		NES-LX-SCN	238			
Solstice: The Quest for the Staff of Demons	Sony Imagesoft		NES-LX-UKV	238			
Spider-Man: The Return of the Sinister Six	LJN		NES-RX-ESP	239			
Spider-Man: The Return of the Sinister Six	LJN		NES-RX-NOE	239			
Spider-Man: The Return of the Sinister Six	LJN		NES-RX-UKV	239			
Spy vs. Spy	Kemco		NES-SP-UKV	240			
Spy vs. Spy	Kemco		NES-SP-NOE	240			
Spy vs. Spy	Kemco		NES-SP-EEC	240			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Stack-up	Nintendo		GBR	240			
Stack-up (has Dutch writing)	Nintendo			240			
Stack-up	Nintendo		FRA	240			
Stadium Events: Family Fun Fitness (oval)	Bandai		NES-SD-EEC	241			
Stadium Events: Family Fun Fitness	Bandai		NES-SD-FRG	241			
Star Force	Tecmo		NES-FO-EEC	241			
Star Trek: 25th Anniversary	Konami			242			
Star Tropics	Nintendo		NES-OC-FRG	244			
Star Tropics	Nintendo		NES-OC-NOE	244			
Star Tropics	Nintendo		NES-OC-SCN	244			
Star Wars	JVC		NES-7V-AUS	243			
Star Wars	JVC		NES-7V-ESP	243			
Star Wars	JVC		NES-7V-FRA	243			
Star Wars	JVC		NES-7V-ITA	243			
Star Wars	JVC		NES-7V-NOE	243			
Star Wars	JVC		NES-7V-UKV	243			
Star Wars	JVC		NES-7V-SCN	243			
Star Wars: The Empire Strikes Back	JVC		NES-Ek-ESP	243			
Star Wars: The Empire Strikes Back	JVC		NES-EK-FRG	243			
Star Wars: The Empire Strikes Back	JVC		NES-Ek-NOE	243			
Stealth ATF	Nintendo		NES-L8-EEC	244			
Stealth ATF	Nintendo		NES-L8-ESP	244			
Stealth ATF	Nintendo		NES-L8-UKV	244			
Stealth ATF	Nintendo		NES-L8-SCN	244			
Stealth ATF	Nintendo		NES-L8-GBR	244			
Stealth ATF	Nintendo		NES-L8-FRA	244			
Street Gangs (River City Ransom)	Amer Technos		NES-ST- AUS	218			
Street Gangs (River City Ransom)	Amer Technos		NES-ST-ESP	218			
Street Gangs (River City Ransom)	Amer Technos		NES-ST-FRA	218			
Street Gangs (River City Ransom)	Amer Technos		NES-ST-FRG	218			
Street Gangs (River City Ransom)	Amer Technos		NES-ST-SCN	218			
Super Mario Bros.	Nintendo		FRA	249			
Super Mario Bros.	Nintendo		GBR	249			
Super Mario Bros.	Nintendo		NES-SM-GBR	249			
Super Mario Bros.	Nintendo		NES-SM-EEC	249			
Super Mario Bros.	Nintendo		NES-SM-ESP	249			
Super Mario Bros. (oval seal)	Nintendo		NES-SM-FRA	249			
Super Mario Bros. (round seal)	Nintendo		NES-SM-FRA	249			
Super Mario Bros.	Nintendo		NES-SM-FRG	249			
Super Mario Bros.	Nintendo		NES-SM-UKV	249			
Super Mario Bros.	Nintendo		NES-SM-AUS	249			
Super Mario Bros.	Nintendo		NES-SM-SCN	249			
Super Mario Bros.	Nintendo		NES-SM-NOE	249			
Super Mario Bros. 2	Nintendo		NES-MW-AUS	249			
Super Mario Bros. 2 (oval seal)	Nintendo		NES-MW-FRA	249			
Super Mario Bros. 2 (round seal)	Nintendo		NES-MW-FRA	249			

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Super Mario Bros. 2	Nintendo		NES-MW-SCN	249			
Super Mario Bros. 2	Nintendo		NES-MW-GBR	249			
Super Mario Bros. 2	Nintendo		NES-MW-NOE	249			
Super Mario Bros. 2	Nintendo		NES-MW-UKV	249			
Super Mario Bros. 2	Nintendo		NES-MW-ESP	249			
Super Mario Bros. 2	Nintendo		NES-MW-EEC	249			
Super Mario Bros. 3	Nintendo		NES-UM-ESP	249			
Super Mario Bros. 3	Nintendo		NES-UM-FRA	249			
Super Mario Bros. 3	Nintendo		NES-UM-ITA	249			
Super Mario Bros. 3	Nintendo		NES-UM-ITA-1	249			
Super Mario Bros. 3	Nintendo		NES-UM-UKV	249			
Super Mario Bros. 3	Nintendo		NES-UM-NOE	249			
Super Mario Bros. 3	Nintendo		NES-UM-GBR	249			
Super Mario Bros. 3	Nintendo		NES-UM-SCN	249			
Super Mario Bros. / Duck Hunt	Nintendo		NES-MH-ESP	248			
Super Mario Bros. / Duck Hunt	Nintendo		NES-MH-GBR	248			
Super Mario Bros. / Duck Hunt	Nintendo		NES-MH-UKV	248			
Super Mario Bros. / Duck Hunt	Nintendo		NES-MH-FRA	248			
Super Mario Bros. / Duck Hunt	Nintendo		NES-MH-EEC	248			
Super Mario Bros. / Tetris / Nintendo World Cup	Nintendo		NES-ZZ-AUS	248			
Super Mario Bros. / Tetris / Nintendo World Cup	Nintendo		NES-ZZ-NOE	248			
Super Mario Bros. / Tetris / Nintendo World Cup	Nintendo		NES-ZZ-ESP	248			
Super Mario Bros. / Tetris / Nintendo World Cup	Nintendo		NES-ZZ-FRG	248			
Super Mario Bros. / Tetris / Nintendo World Cup	Nintendo		NES-ZZ-SCN	248			
Super Mario Bros. / Tetris / Nintendo World Cup	Nintendo		NES-ZZ-UKV	248			
Super Spike V'Ball	Nintendo		NES-VJ-ESP	250			
Super Spike V'Ball	Nintendo		NES-VJ-FRA	250			
Super Spike V'Ball	Nintendo		NES-VJ-FRA-1	250			
Super Spike V'Ball	Nintendo		NES-VJ-FRG	250			
Super Spike V'Ball	Nintendo		NES-VJ-GBR	250			
Super Spike V'Ball	Nintendo		NES-VJ-GPS	250			
Super Spike V'Ball	Nintendo		NES-VJ-SCN	250			
Super Spike V'Ball	Nintendo		NES-VJ-UKV	250			
Super SpikeV'Ball	Nintendo		NES-VJ-NOE	250			
Super Spy Hunter	Sunsoft		NES-UY-AUS	251			
Super Spy Hunter	Sunsoft		NES-UY-ESP	251			
Super Turrican	Imagineer		NES-TU-UKV	251			
Super Turrican	Imagineer		NES-TU-SCN	251			
Super Turrican	Imagineer		NES-TU-NOE	251			
Super Turrican	Imagineer		NES-TU-ESP	251			
Super Turrican	Imagineer		NES-TU-FRA	251			
Swamp Thing	T*HQ		NES-SW-NOE	252			
Sword Master	Activision		NES-8S-AUS	252			
Sword Master	Activision		NES-8S-SCN	252			
Sword Master	Activision		NES-8S-UKV	252			
Sword Master	Activision		NES-8S-NOE	252			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Swords and Serpents	Acclaim		NES-WP-AUS	253			
Swords and Serpents	Acclaim		NES-WP-HOL	253			
Swords and Serpents	Acclaim		NES-WP-FRA	253			
Swords and Serpents	Acclaim		NES-WP-NOE	253			
Swords and Serpents	Acclaim		NES-WP-UKV	253			
T&C Surf Designs: Thrilla's Surfari				268			
Tale Spin	Capcom		NES-68-AUS	254			
Tale Spin	Capcom		NES-68-ESP	254			
Tale Spin	Capcom		NES-68-UKV	254			
Tale Spin	Capcom		NES-68-FRA	254			
Tale Spin	Capcom		NER-68-SCN	254			
Tecmo Cup Football Game	Tecmo		NES-TP-ESP	256			
Tecmo Cup Soccer Game	Tecmo		NES-TP-SCN	256			
Tecmo World Cup Soccer	Tecmo		NES-WC-AUS	257			
Tecmo World Cup Soccer	Tecmo		NES-WC-ESP	257			
Tecmo World Cup Soccer	Tecmo		NES-WC-FRG	257			
Tecmo World Cup Soccer	Tecmo		NES-WC-FRA	257			
Tecmo World Wrestling (round)	Tecmo		NES-PZ-EEC	257			
Tecmo World Wrestling	Tecmo		NES-PZ-FRA	257			
Tecmo World Wrestling	Tecmo		NES-PZ-ITA	257			
Tecmo World Wrestling	Tecmo		NES-PZ-UKV	257			
Teenage Mutant Hero Turtles (round)	Palcom		NES-88-EEC	257			
Teenage Mutant Hero Turtles	Palcom		NES-88-SCN	257			
Teenage Mutant Hero Turtles	Palcom		NES-88-FRA	257			
Teenage Mutant Hero Turtles	Palcom		NES-88-FRA-1	257			
Teenage Mutant Hero Turtles	Palcom		NES-88-FRG	257			
Teenage Mutant Ninja Turtles	Palcom		NES-88-ITA	257			
Teenage Mutant Hero Turtles	Palcom		NES-88-NOE	257			
Teenage Mutant Hero Turtles	Palcom		NES-88-UKV	257			
Teenage Mutant Hero Turtles	Palcom		NES-88-UKV-1	257			
Teenage Mutant Hero Turtles II: The Arcade Game	Palcom		NES-89-ESP	258			
Teenage Mutant Hero Turtles II: The Arcade Game	Palcom		NES-89-SCN	258			
Teenage Mutant Hero Turtles II: The Arcade Game	Palcom		NES-89-UKV	258			
Teenage Mutant Hero Turtles II: The Arcade Game	Palcom		NES-89-ITA-2	258			
Teenage Mutant Hero Turtles II: The Arcade Game	Palcom		NES-89-NOE	258			
Teenage Mutant Hero Turtles II: The Arcade Game	Konami		NES-89-FRA-1	258			
Teenage Mutant Hero Turtles II: The Arcade Game	Palcom		NES-2N-AUS	258			
Teenage Mutant Hero Turtles: Tournament Fighters	Ultra		NES-TF-NOE	258			
Tennis	Nintendo		N/A/FRG back	259			
Tennis	Nintendo		NES-TE-EEC	259			
Tennis	Nintendo		NES-TE-ESP	259			
Tennis	Nintendo		NES-TE-FRA	259			
Tennis	Nintendo		NES-TE-GBR	259			
Tennis	Nintendo		NES-TE-NOE	259			
Tennis	Nintendo		NES-TE-NOE-1	259			
Tennis	Nintendo		GBR	259			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Tennis	Nintendo		FRA	259			
Terminator	LJN		NES-NA-NOE	259			
Terminator 2: Judgement Day	LJN		NES-62-AUS	259			
Terminator 2: Judgement Day	LJN		NES-62-ESP	259			
Terminator 2: Judgement Day	LJN		NES-62-FRA	259			
Terminator 2: Judgement Day	LJN		NES-62-NOE	259			
Terminator 2: Judgement Day	LJN		NES-62-SCN	259			
Terminator 2: Judgement Day	LJN		NES-62-UKV	259			
Tetris	Nintendo		NES-EI-EEC	260			
Tetris	Nintendo		NES-EI-ESP	260			
Tetris (Box only: small red box, yellow end flap)	Nintendo		NES-EI-FRA	260			
Tetris (Box only: no red box, blue end flap)	Nintendo		NES-EI-FRA	260			
Tetris	Nintendo		NES-EI-GBR	260			
Tetris (Germany)	Nintendo		NES-EI-NOE	260			
Tetris (West Germany)	Nintendo		NES-EI-NOE	260			
Tetris 2	Nintendo		NES-TS-UKV	260			
Tic-et-Tac (Chip 'N Dale Rescue Rangers)	Capcom		NES-RU-FRA	86			
Tic-et-Tac 2 (Chip 'N Dale Rescue Rangers 2)	Capcom		NES-DV-FRA	87			
Tiger-Heli	Acclaim		NES-TI-EEC	262			
Tiger-Heli	Acclaim		NES-TI-ESP	262			
Tiger-Heli	Acclaim		NES-TI-UKV	262			
Tiger-Heli	Acclaim		NES-TI-FRA	262			
Time Lord	Milton Bradley		NES-LZ-ITA	262			
Time Lord	Milton Bradley		NES-LZ-UKV	262			
Time Lord	Milton Bradley		NES-LZ-FRA	262			
Tiny Toon Adventures	Konami		NES-NI-FRA	263			
Tiny Toon Adventures	Konami		NES-NI-NOE	263			
Tiny Toon Adventures	Konami		NES-NI-UKV	263			
Tiny Toon Adventures	Konami		NES-NI-SCN	263			
Tiny Toon Adventures 2: Trouble in Wackyland	Konami		NES-T2-ITA	263			
Tiny Toon Adventures 2: Trouble in Wackyland	Konami		NES-T2-NOE	263			
Tiny Toon Adventures 2: Trouble in Wackyland	Konami		NES-T2-SCN	263			
Tiny Toon Adventures Cartoon Workshop	Konami		NES-CW-NOE	264			
To the Earth	Nintendo		NES-ZE-EEC	264			
To the Earth	Nintendo		NES-ZE-ESP	264			
To the Earth	Nintendo		NES-ZE-FRA	264			
To the Earth	Nintendo		NES-ZE-GBR	264			
To the Earth	Nintendo		NES-ZE-UKV	264			
Tom & Jerry	Hi Tech Express		NES-5Y-ESP	265			
Tom & Jerry	Hi Tech Express		NES-5Y-UKV	265			
Tom & Jerry	Hi Tech Express		NES-5Y-NOE	265			
Tom & Jerry	Hi Tech Express		NES-5Y-FRA	265			
Tom & Jerry	Hi Tech Express		NES-5Y-SCN	265			
Top Gun	Konami		NES-TG-ESP	265			
Top Gun (black round)	Konami		NES-TG-EEC	265			
Top Gun	Konami		NES-TG-FRG	265			

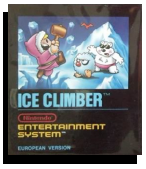
Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Top Gun	Konami		NES-TG-ITA	265			
Top Gun	Konami		NES-TG-NOE	265			
Top Gun	Konami		NES-TG-UKV	265			
Top Gun (oval)	Konami		NES-TG-EEC	265			
Top Gun: The Second Mission	Konami		NES-OG-ESP	266			
Top Gun: The Second Mission	Konami		NES-OG-FRA	266			
Top Gun: The Second Mission	Konami		NES-OG-NOE	266			
Top Gun: The Second Mission	Konami		NES-OG-SCN	266			
Top Gun: The Second Mission	Konami		NES-OG-UKV	266			
Total Recall	Acclaim		NES-L4-ITA	266			
Total Recall	Acclaim		NES-L4-NOE	266			
Totally Rad	Jaleco		NES-6T-FRA	267			
Totally Rad	Jaleco		NES-6T-ESP	267			
Totally Rad	Jaleco		NES-6T-FRG	267			
Totally Rad	Jaleco		NES-6T-NOE	267			
Totally Rad	Jaleco		NES-6T-UKV	267			
Totally Rad	Jaleco		NES-6T-AUS	267			
Track & Field in Barcelona	Konami		NES-9I-ESP	268			
Track & Field in Barcelona	Konami		NES-9I-AUS	268			
Track & Field in Barcelona	Konami		NES-9I-SCN	268			
Track & Field II	Konami		NES-F2-AUS	269			
Track & Field II	Konami		NES-F2-ESP	269			
Track & Field II	Konami		NES-F2-UKV	269			
Track & Field II	Konami		NES-F2-NOE	269			
Track & Field II	Konami		NES-F2-FRA	269			
Track & Field II	Konami		NES-F2-EEC	269			
Trog!	Acclaim		NES-4A-ESP	269			
Trog!	Acclaim		NES-4A-NOE	269			
Trog!	Acclaim		NES-4A-UKV	269			
Trojan	Capcom		NES-TJ-UKV	270			
Trojan	Capcom		NES-TJ-ITA	270			
Trojan	Capcom		NES-TJ-EEC	270			
Trolls in Crazyland (Germany only)	Amer Softworks		NES-C5-NOE	270			
Turbo Racing (Al Unser Turbo Racing)	Data East		NES-44-AUS	53			
Turbo Racing (Al Unser Turbo Racing)	Data East		NES-44-ESP	53			
Turbo Racing (Al Unser Turbo Racing)	Data East		NES-44-FRG	53			
Turbo Racing (Al Unser Turbo Racing)	Data East		NES-44-UKV	53			
Turbo Racing (Al Unser Turbo Racing)	Data East		NES-44-FRA	53			
U-four-ia: The Saga	Sunsoft		NES-6U-ESP	272			
U-four-ia: The Saga	Sunsoft		NES-6U-ITA	272			
U-four-ia: The Saga	Sunsoft		NES-6U-NOE	272			
U-four-ia: The Saga	Sunsoft		NES-6U-SCN	272			
U-four-ia: The Saga	Sunsoft		NES-6U-AUS	272			
Ultimate Air Combat	Activision		NES-3Z-AUS	273			
Ultimate Air Combat	Activision		NES-3Z-ESP	273			
Ultimate Air Combat	Activision		NES-3Z-ITA	273			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Ultimate Air Combat	Activision		NES-3Z-UKV	273			
Univited				274			
Urban Champion	Nintendo		NES-UC-EEC	275			
Urban Champion	Nintendo		GBR	275			
Volleyball	Nintendo		N/A	277			
Volleyball	Nintendo		NES-VB-EEC	277			
Volleyball	Nintendo		N/A/FRG back	277			
Volleyball	Nintendo		FRA	277			
Volleyball	Nintendo		GBR	277			
Volleyball	Nintendo		NES-VB-GBR	277			
Volleyball	Nintendo		NES-VB-FRA	277			
Wario's Woods	Nintendo		NES-WB-FRA	278			
Wario's Woods	Nintendo		NES-WB-NOE	278			
Werewolf: The Last Warrior	Data East		NES-W8-AUS	280			
Werewolf: The Last Warrior	Data East		NES-W8-ESP	280			
Werewolf: The Last Warrior	Data East		NES-W8-SCN	280			
Wild Gunman	Nintendo		N/A	283			
Wild Gunman	Nintendo		NES-WG-EEC	283			
Wild Gunman	Nintendo		NES-WG-ESP	283			
Wild Gunman	Nintendo		NES-WG-GBR	283			
Wild Gunman	Nintendo		NES-WG-FRA	283			
Wild Gunman	Nintendo		NES-WG-UKV	283			
Willow	Capcom		NES-WI-ESP	283			
Willow	Capcom		NES-WI-FRG	283			
Willow	Capcom		NES-WI-SCN	283			
Wizards & Warriors	Acclaim		NES-WW-UKV	285			
Wizards & Warriors	Acclaim		NES-WW-NOE	285			
Wizards & Warriors	Acclaim		NES-WW-EEC	285			
Wizards & Warriors III	Acclaim		NES-8W-AUS	285			
Wizards & Warriors III	Acclaim		NES-8W-ESP	285			
Wizards & Warriors III	Acclaim		NES-8W-NOE	285			
Wizards & Warriors III	Acclaim		NES-8W-SCN	285			
Wizards & Warriors III	Acclaim		NES-8W-FRA	285			
Wizards & Warriors III	Acclaim		NES-8W-FRG	285			
World Champ	Taito		NES-5E-AUS	286			
World Champ	Taito		NES-5E-ESP	286			
Wrath of the Black Manta	Taito		NES-WK-EEC	287			
Wrath of the Black Manta	Taito		NES-WK-ESP	287			
Wrath of the Black Manta	Taito		NES-WK-FRA	287			
Wrath of the Black Manta	Taito		NES-WK-NOE	287			
Wrath of the Black Manta	Taito		NES-WK-AUS	287			
Wrath of the Black Manta	Taito		NES-WK-UKV	287			
Wrecking Crew	Nintendo		N/A/FRG back	287			
Wrecking Crew	Nintendo		N/A	287			
Wrecking Crew	Nintendo		NES-WR-EEC	287			
Wrecking Crew	Nintendo		NES-WR-ESP	287			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Wrecking Crew	Nintendo		NES-WR-FRA	287			
Wrecking Crew	Nintendo		FRA	287			
Wrecking Crew	Nintendo		NES-WR-GBR	287			
WWF King of the Ring	LJN		NES-K6-NOE	288			
WWF Superstars of Wrestling	LJN		NES-HN-ITA	288			
WWF WrestleMania	LJN		NES-HN-ESP	288			
WWF WrestleMania	LJN		NES-HN-EEC	288			
WWF WrestleMania	LJN		NES-HN-EEC	288			
WWF WrestleMania	LJN		NES-HN-UKV-1	288			
WWF WrestleMania Challenge	LJN		NES-W9-AUS	289			
WWF WrestleMania Challenge	LJN		NES-W9-FRA	289			
WWF WrestleMania Challenge	LJN		NES-W9-FRG	289			
WWF WrestleMania Challenge	LJN		NES-W9-NOE	289			
WWF WrestleMania Challenge	LJN		NES-W9-UKV	289			
WWF WrestleMania Steel Cage Challenge	LJN		NES-WS-ESP	289			
WWF WrestleMania Steel Cage Challenge	LJN		NES-WS-NOE	289			
WWF WrestleMania Steel Cage Challenge	LJN		NES-WS-UKV	289			
Xevious: The Avenger	Bandai		NES-XV-SCN	290			
Xevious: The Avenger	Bandai		NES-XV-UKV	290			
Yoshi's Cookie	Nintendo		NES-CH-UKV	291			
Yoshi's Cookie	Nintendo		NES-CH-FRA	291			
Yoshi's Cookie	Nintendo		NES-CH-ITA	291			
Yoshi's Cookie	Nintendo		NES-CH-SCN	291			
Yoshi's Cookie	Nintendo		NES-CH-ITA-1	291			
Zanac				293			
Zelda II: The Adventures of Link	Nintendo		NES-AL-UKV	293			
Zelda II: The Adventures of Link	Nintendo		NES-AL-GBR	293			
Zelda II: The Adventures of Link	Nintendo		NES-AL-EEC	293			
Zelda II: The Adventures of Link	Nintendo		NES-AL-EEC-1	293			
Zelda II: The Adventures of Link	Nintendo		NES-AL-ESP	293			
Zelda II: The Adventures of Link	Nintendo		NES-AL-FRA	293			
Zelda II: The Adventures of Link	Nintendo		NES-AL-NOE	293			
Zen: Intergalactic Ninja	Konami		NES-CN-NOE	293			

Small Box PAL NES LIST V3.0

"http://nationalgamedepot.zoomshare.com/files/Game_List/NGD_Text.txt"
by: Jason Smith



These are games that come with the small box variant. They are labeled European Version on the front of the boxes. All the small box games have an EEC back lable.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Anticipation	Nintendo		N/A	55			
Balloon Fight	Nintendo		N/A	61			
Clu Clu Land	Nintendo		NES-CL-EEC	89			
Clu Clu Land	Nintendo		N/A	89			
Cobra Triangle	Nintendo		N/A	90			
Devil World	Nintendo		N/A	101			
Donkey Kong	Nintendo		N/A	105			
Donkey Kong Jr.	Nintendo		N/A	106			
Donkey Kong Jr. Math	Nintendo		N/A	106			
Donkey Kong 3	Nintendo		N/A	105			
Duck Hunt	Nintendo		N/A	112			
Excitebike	Nintendo		N/A	116			
Golf	Nintendo		N/A	132			
Gumshoe	Nintendo		N/A	135			
Hogan's Alley	Nintendo		N/A	140			
Ice Climber	Nintendo		N/A	143			
Ice Hockey	Nintendo		N/A	143			
Kid Icarus	Nintendo		N/A	156			
Kung Fu	Nintendo		N/A	161			
The Legend of Zelda	Nintendo		N/A	165			
Mach Rider	Nintendo		N/A	172			
Mario Bros	Nintendo		N/A	176			
Metriod	Nintendo		N/A	180			
Mike Tyson's Punchout!	Nintendo		N/A	183			
Pinball	Nintendo		N/A	204			
Popeye	Nintendo		N/A	206			
Pro Wrestling	Nintendo		N/A	209			
R.C. Pro Am	Nintendo		N/A	212			
Rad Racer	Nintendo		N/A	214			
Soccer	Nintendo		N/A	237			
Slalom	Nintendo		N/A	234			
Super Mario Bros	Nintendo		N/A	249			
Super Mario Bros 2	Nintendo		N/A	249			
Tennis	Nintendo		N/A	259			
To the Earth	Nintendo		N/A	264			
Urban Champion	Nintendo		N/A	275			
Volleyball	Nintendo		N/A	277			
Wild Gunman	Nintendo		N/A	283			
Wrecking Crew	Nintendo		N/A	287			
Zelda II: the Adventures of Link	Nintendo		N/A	293			

NOE Classic Serie NES LIST V3.0

"http://nationalgamedepot.zoomshare.com/files/Game_List/NGD_Text.txt"
by: Jason Smith

These are games that were rereleased due to popularity in Europe, sometime in late 1993. The list is probably incomplete.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Blades of Steel	Nintendo		NES-VS-NOE-1	72			
Donkey Kong Classics	Nintendo		NES-DJ-FRA-1	105			
Ice Hockey	Nintendo		NES-HY-NOE	143			
Legend of Zelda	Nintendo		NES-ZL-FRA-1	165			
Mario Bros: Classic Series	Nintendo		NES-MA-NOE	178			
Mario Bros: Classic Series	Nintendo		NES-MC-ITA-1	178			
Pinball	Nintendo		NES-PN-NOE	204			
Popeye	Nintendo		N/A	206			
Soccer	Nintendo		NES-SC-FRA-1	237			
Soccer	Nintendo		NES-SC-NOE	237			
Super Mario 3	Nintendo		N/A	249			
Tennis	Nintendo		N/A	259			
Zelda II: The Adventures of Link	Nintendo		N/A	293			

Canada NES LIST V3.0

"http://nationalgamedepot.zoomshare.com/files/Game_List/NGD_Text.txt"
by: Jason Smith

All Canadian games are of course games that simply have the CAN code on them. All the ones known to exist are games actually made and published by Nintendo. They aren't worth anymore than the regular USA versions, but are a cool little subset to collect. They were also all distributed by Mattel and have a Mattel logo on all the boxes so they are pretty easy to distinguish from normal USA games because of that. Many of the games come in 2 versions, one with the code, and one without the code.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
10 Yard Fight	Nintendo		CAN	44			
Balloon Fight	Nintendo		CAN	61			
Baseball	Nintendo		CAN	64			
Baseball	Nintendo		NES-BA-CAN	64			
Clu Clu Land	Nintendo		CAN	89			
Cobra Triangle	Nintendo		NES-CU-CAN	90			
Donkey Kong	Nintendo		CAN	105			
Donkey Kong	Nintendo		NES-DK-CAN	105			
Donkey Kong 3	Nintendo		CAN	105			
Donkey Kong 3	Nintendo		NES-DT-CAN	105			
Donkey Kong Classics	Nintendo		NES-DJ-CAN	105			
Donkey Kong Jr.	Nintendo		CAN	106			
Dr. Mario	Nintendo		NES-VU-CAN	109			
Dragon Warrior	Nintendo		NES-DQ-CAN	110			
Dragon Warrior	Nintendo		NES-DQ-CAN-1	110			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Duck Hunt	Nintendo		CAN	112			
Duck Hunt	Nintendo		NES-DH-CAN	112			
Excitebike	Nintendo		CAN	116			
Excitebike	Nintendo		NES-EB-CAN	116			
Faxanadu	Nintendo		NES-FX-CAN	118			
Final Fantasy	Nintendo		NES-FF-CAN	119			
Golf	Nintendo		CAN	132			
Golf	Nintendo		NES-GF-CAN	132			
Gumshoe	Nintendo		CAN	135			
Gyromite (big box)	Nintendo		CAN	136			
Gyromite	Nintendo		NES-GY-CAN	136			
Hogan's Alley	Nintendo		CAN	140			
Hogan's Alley	Nintendo		NES-HY-CAN	140			
Ice Climber	Nintendo		CAN	143			
Ice Climber	Nintendo		NES-IC-CAN	143			
Ice Hockey	Nintendo		NES-HY-CAN	143			
Kid Icarus	Nintendo		NES-KI-CAN	156			
Kirby's Adventure (English)	Nintendo		NES-KR-CAN	158			
Kirby's Adventure (English)	Nintendo		NES-KR-CAN-1	158			
Kirby's Adventure (French)	Nintendo		NES-K5-CAN	158			
Kirby's Adventure (French)	Nintendo		NES-K5-CAN-1	158			
Kung Fu	Nintendo		CAN	161			
Kung Fu	Nintendo		NES-SX-CAN	161			
The Legend of Zelda	Nintendo		NES-ZL-CAN	165			
Mach Rider	Nintendo		CAN	172			
Mach Rider	Nintendo		NES-MR-CAN	172			
Mario Bros, The Orignal	Nintendo		CAN	176			
Metroid	Nintendo		CAN	180			
Metroid	Nintendo		NES-MT-CAN	180			
Mike Tyson's Punch-out!!	Nintendo		CAN	183			
Mike Tyson's Punch-out!!	Nintendo		NES-PT-CAN	183			
NES Open Tournament Golf	Nintendo		NES-UG-CAN	189			
NES Open Tournament Golf	Nintendo		NES-UG-CAN-1	189			
NES Play Action Football	Nintendo		NES-NB-CAN	189			
Nintendo World Cup	Nintendo		NES-XZ-CAN	195			
Pinball	Nintendo		CAN	204			
Pinball	Nintendo		NES-PN-CAN	204			
Pin-Bot	Nintendo		NES-IO-CAN	205			
Popeye	Nintendo		CAN	206			
Pro Wrestling	Nintendo		CAN	209			
Pro Wrestling	Nintendo		NES-PW-CAN	209			
R.C. Pro Am	Nintendo		NES-PM-CAN	212			
Rad Racer	Nintendo		NES-RC-CAN	214			
Slalom	Nintendo		CAN	234			
Slalom	Nintendo		NES-SL-CAN	234			
Snake Rattle n' Roll	Nintendo		NES-RJ-CAN	235			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Soccer	Nintendo		CAN	237			
Soccer	Nintendo		NES-SC-CAN	237			
Stack-up	Nintendo		CAN	240			
Star Tropics	Nintendo		NES-OC-CAN	244			
Super Mario Bros.	Nintendo		CAN	249			
Super Mario Bros. (round seal)	Nintendo		NES-SM-CAN	249			
Super Mario Bros. (oval seal)	Nintendo		NES-SM-CAN	249			
Super Mario Bros. 2	Nintendo		NES-MW-CAN	249			
Super Mario Bros. 3	Nintendo		NES-UM-CAN	249			
Super Mario Bros. 3	Nintendo		NES-UM-CAN-1	249			
Super Mario Bros. / Duck Hunt (with seal)	Nintendo		NES-MH-CAN	248			
Super Mario Bros. / Duck Hunt (without seal)	Nintendo		NES-MH-CAN	248			
Super Mario Bros. / Duck Hunt / World Class Track Meet	Nintendo		NES-WH-CAN	248			
Super Spike V' Ball	Nintendo		NES-VJ-CAN	250			
Super Team Games	Nintendo		NES-UN-CAN	251			
Tennis	Nintendo		CAN	259			
Tennis	Nintendo		NES-TE-CAN	259			
Tetris	Nintendo		NES-EI-CAN	260			
Tetris	Nintendo		NES-EI-CAN-1	260			
Tetris 2	Nintendo		NES-TS-CAN-1	260			
To the Earth	Nintendo		NES-ZE-CAN	264			
Urban Champion	Nintendo		CAN	275			
Volleyball	Nintendo		NES-VB-CAN	277			
Wild Gunman	Nintendo		CAN	283			
Wild Gunman	Nintendo		NES-WG-CAN	283			
World Class Track Meet	Nintendo		NES-WT-CAN	286			
Wrecking Crew	Nintendo		CAN	287			
Wrecking Crew	Nintendo		NES-WR-CAN	287			
Yoshi	Nintendo		CAN	291			
Yoshi's Cookie	Nintendo		NES-CH-CAN-1	291			
Zelda II: The Adventures of Link	Nintendo		NES-AL-CAN	293			
Zoda's Revenge: Star Tropics II	Nintendo		NES-6C-CAN	294			

5 Screw Games US NES LIST V3.0

"http://nationalgamedepot.zoomshare.com/files/Game_List/NGD_Text.txt"
by: Jason Smith

5 screw games are the original 80 or so games released by Nintendo. They all have 5 flat head screws, rather than the 3 screw security bits that all the later games have. (FYI: Nintendo and McDonalds has the patents on the security bits.) The list below includes the ones that are known for sure to exist. Also, if it says 5 screw only, that game didn't have the 3 screw releases for it, so there is only one version of that game. Also, another small note, all the games that have a 5 screw version also had a hangtab box version as well. Hang-tab boxes are the ones that have a small cardboard flap that could be pulled out so retail stores could hang them on shelves to sell.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
10 Yard Fight	Nintendo		N/A	44			
1942	Capcom		N/A	44			
3-D WorldRunner	Acclaim		N/A	45			
Alpha Mission	SNK		N/A	54			
Arkanoid	Taito		N/A	56			
Athletic World	Bandai		N/A	58			
Athena	SNK		N/A	58			
Balloon Fight	Nintendo		N/A	61			
Baseball	Nintendo		N/A	64			
Breakthru	Data East		N/A	76			
Burgertime	Data East		N/A	79			
CastleVania	Konami		N/A	84			
Chubby Cherub (5 screw only)	Bandai		N/A	87			
Clu Clu Land (5 screw only)	Nintendo		N/A	89			
Commando	Capcom		N/A	91			
Deadly Towers	Broderbund		N/A	98			
Donkey Kong	Nintendo		N/A	105			
Donkey Kong 3	Nintendo		N/A	105			
Donkey Kong Jr. (5 screw only)	Nintendo		N/A	106			
Donkey Kong Jr. Math (5 screw only)	Nintendo		N/A	106			
Double Dribble	Konami		N/A	108			
Duck Hunt	Nintendo		N/A	112			
Elevator Action	Taito		N/A	115			
Excitebike	Nintendo		N/A	116			
Ghosts N Goblins	Capcom		N/A	130			
Golf	Nintendo		N/A	132			
Goonies 2	Konami		N/A	133			
Gotcha!				133			
Gradius	Konami		N/A	133			
Hogan's Alley	Nintendo		N/A	140			
Ice Climber	Nintendo		N/A	143			
Ikari Warriors	Nintendo		N/A	143			
Jaws	Nintendo		N/A	150			
Karate Champ	SNK		N/A	154			
Karate Kid	LJN			154			

Game Title	Developer	Publisher	Rel.	Pg
Karnov	LJN			155
Kid Icarus	Nintendo	N/A		156
Kid Niki	Data East	N/A		157
Kung Fu	Nintendo	N/A		161
The Legend of Kage	Taito	N/A		164
The Legend of Zelda	Nintendo	N/A		165
Lode Runner	Broderbund	N/A		168
Lunar Pool	FCI	N/A		170
M.U.S.C.L.E (5 screw only)	Bandai	N/A		171
Mach Rider	Nintendo	N/A		172
Mario Bros.	Nintendo	N/A		176
Mega Man	Capcom	N/A		177
Metroid	Nintendo	N/A		180
Mighty Bomb Jack	Tecmo	N/A		182
Mike Tyson's Punchout!!	Nintendo	N/A		183
Ninja Kid	Bandai	N/A		193
Pinball	Nintendo	N/A		204
Popeye	Nintendo	N/A		206
Pro Wrestling	Nintendo	N/A		209
Rad Racer	Nintendo	N/A		214
Raid on Bungling Bay	Broderbund	N/A		214
Renegade	Taito			217
Ring King	Data East	N/A		218
Rush N Attack	Konami	N/A		225
Rygar	Tecmo	N/A		225
Section Z	Capcom	N/A		226
Side Pocket	Data East			230
Sky Kid	Sunsoft	N/A		234
Slalom	Nintendo	N/A		234
Soccer	Nintendo	N/A		237
Solomon's Key	Tecmo	N/A		237
Spelunker	Broderbund	N/A		238
Spy Hunter	Sunsoft	N/A		239
Sqoon (5 screw only)	Irem	N/A		240
Stack Up (5 screw only)	Nintendo	N/A		240
Star Force	Tecmo	N/A		241
Star Voyager	Acclaim	N/A		241
Stinger (5 screw only)	Konami	N/A		245
Super Mario Bros.	Nintendo	N/A		249
Super Pitfall	Activision	N/A		250
Tag Team Wrestling	Data East	N/A		254
Tennis	Nintendo	N/A		259
Tiger-Heli	Acclaim	N/A		262
Top Gun	Konami	N/A		265
Track and Field	Konami	N/A		268
Trojan	Capcom	N/A		270

Game Title	Developer	Publisher	Rel.	Pg
Urban Champion	Nintendo	N/A		275
Volleyball	Nintendo	N/A		277
Wild Gunman	Nintendo	N/A		283
Winter Games	Acclaim	N/A		284
Wizards & Warriors	Acclaim	N/A		285
Wrecking Crew.	Nintendo	N/A		287
ZANAC	FCI	N/A		293

KOREAN NES LIST V3.0

"http://nationalgamedepot.zoomshare.com/files/Game_List/NGD_Text.txt"
by: Jason Smith

These are games that have just recently been discovered. They are Korean Versions, similar to "Hong Kong" or "Asian Version" games. Little is known about them other than that they were distributed by Hyundai. The were for play on what is called a Comboy, which is apparently the Korean NES. These are licensed by Nintendo also. The list is incomplete.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Anticipation	Hyundai / Nintendo		NES-AP-KOR	55			
Cobra Triangle	Hyundai / Nintendo		NES-CU-KOR	90			
Legend of Zelda	Hyundai / Nintendo		NES-LZ-KOR	165			
Metal Gear	Hyundai / Nintendo		NES-ME-KOR	179			
Metroid	Hyundai / Nintendo		NES-MT-KOR	180			
Mike Tyson's Punchout	Hyundai / Nintendo		NES-PT-KOR	183			
R C ProAm	Hyundai / Nintendo		NES-PM-KOR	212			
Super Mario Bros	Hyundai / Nintendo		NES-SM-KOR	249			
Super Mario Bros./Duck Hunt	Hyundai / Nintendo		NES-MH-KOR	248			
Super Mario Bros 3	Hyundai / Nintendo		NES-UM-KOR	249			
Tiger Heli	Hyundai / Nintendo		NES-TI-KOR	262			
Trojan	Hyundai / Nintendo		NES-TJ-KOR	270			

HONG KONG NES LIST V3.0

"http://nationalgamedepot.zoomshare.com/files/Game_List/NGD_Text.txt"
by: Jason Smith

These are games that were released exclusively in certain regions of the world. All the orignal released games are thought to exist in both Hong Kong, and Asian only versions, but these are the ones that have been confirmed so far.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Ballon Fight	Nintendo		N/A	61			
Donkey Kong	Nintendo		N/A	105			
Donkey Kong	Nintendo		NES-DK-HKG	105			
Donkey Kong Jr. Math	Nintendo		N/A	106			
Duck Hunt	Nintendo		N/A	106			
Duck Hunt	Nintendo		NES-DH-HKG	112			
Excitebike	Nintendo		N/A	112			
Gum Shoe	Nintendo		N/A	116			
Gum Shoe	Nintendo		NES-GS-HKG	135			
Kid Icarus	Nintendo		NES-KI-HKG	156			
Kung Fu	Nintendo		N/A	161			
Kung Fu	Nintendo		NES-SX-HKG	161			
The Legend of Zelda	Nintendo		NES-ZL-HKG	165			

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Mach Rider	Nintendo		N/A	172			
Mah jong	Nintendo		N/A	x			
Metroid	Nintendo		N/A	180			
Mike Tyson's Punchout!!	Nintendo		NES-PT-HKG	183			
Pinball	Nintendo		N/A	204			
Popeye	Nintendo		N/A	206			
Popeye	Nintendo		NES-PP-HKG	206			
Rad Racer	Nintendo		N/A	214			
Rad Racer	Nintendo		NES-RC-HKG	214			
Soccer	Nintendo		NES-SC-HKG	237			
Super Mario Bros.	Nintendo		N/A	249			
Super Mario Bros.	Nintendo		NES-SM-HKG	249			
Wrecking Crew	Nintendo		N/A	287			
Wrecking Crew	Nintendo		NES-SM-HKG	287			
Zelda II : The Adventures of Link	Nintendo		NES-AL-HKG	293			

ASIAN NES LIST V3.0

"http://nationalgamedepot.zoomshare.com/files/Game_List/NGD_Text.txt"
by: Jason Smith

Asian games don't show up that often for sale, but they're not overely rare either (with the exception of a few). The Hong Kong games are in contrast, much harder to find. The Asian NES games often has a "Asian Version" text on the game cart.

Game Title	Company	Rel.	CART-ID	Pg	C	I	B
Cobra Triangle	Nintendo		NES-CU-ASI	90			
Excitebike	Nintendo		N/A	116			
Golf	Nintendo		N/A	132			
Golf	Nintendo		NES-GF-ASI	132			
Gum Shoe	Nintendo		N/A	135			
Gum Shoe	Nintendo		NES-GS-ASI	135			
Ice Hockey	Nintendo		NES-HY-ASI	143			
Kid Icarus	Nintendo		NES-KI-ASI	156			
Kung Fu	Nintendo		N/A	161			
Kung Fu	Nintendo		NES-SX-ASI	161			
Metroid	Nintendo		NES-MT-ASI	180			
Mike Tyson's Punchout!!	Nintendo		NES-PT-ASI	183			
R. C. Pro Am	Nintendo		NES-PM-ASI	212			
Soccer	Nintendo		N/A	237			
Super Mario Bros.	Nintendo		N/A	249			
Super Mario Bros.	Nintendo		NES-SM-ASI	249			
Super Mario Bros. 2	Nintendo		NES-MW-ASI	249			
Tetris	Nintendo		NES-EI-ASI	260			
Wild Gunman (white cart)	Nintendo		N/A	283			
Zelda II : The Adventures of Link	Nintendo		NES-AL-ASI	293			

NES Homebrew List

This is a small list of some of the more well-known or weird homebrew games that has a “official” cartridge. In the last few years homebrew NES games has more or less exploded into the gaming scene, with most of it originating from the NintendoAge forum.

The games often has several different releases and often sold in microscopic quantities. Ranging to less than a handfull to a few hundreds.

There is no official homebrew list, as it is hard to pinpoint what a “official” release is. The best way is to let people decide for themself what a complete hombrew set list is. Or, just have several small ones. Like a list for hombrew games released from Retrozone, etc.

Several of the games listed here are not in the book, as i went with what wikipedia considered was a complete unlicensed NES games list.

Game Title	Developer	Publisher	Rel.	Pg
8bit Xmas 2009	Brian Parker	Retrozone	Nov.2009	x
8bit Xmas 2010	Brian Parker	Retrozone	Nov.2010	x
8bit Xmas 2011	Brian Parker	Retrozone	Nov.2011	x
8bit Xmas 2012	Brian Parker	Retrozone	Nov.2012	x
8bit Xmas 2013	RetroZone	RetroZone	2013	x
Alter Ego	Denis Grachev	The NES Dump		x
Armed for Battle	1010 Howe	InfiniteNESLives	Jul.2014	x
Armed for Battle Limited Edition	1010 Howe	InfiniteNESLives	2014	x
Assimilate	bigjt_2	Nessylum	Mar.2012	x
Battle Kid: Fortress of Peril	Sivak	Sivak Games	Jan.2010	303
Battle Kid: Fortress of Peril	Sivak	Retrozone	Feb.2010	303
Battle Kid 2: Mountain of Torment	Sivak	Sivak Games	Nov.2012	304
Battle Kid 2: Mountain of Torment	Sivak	Retrozone	Des.2012	304
Bio Force Ape Competition Cart	Programming Ace	Cinematic Bazaar	Mar.2010	x
Blade Buster	HLCI	The NES Dump		x
Blade Buster	HLCI	RetroZone	2012	x
Bomb Sweeper	Kent Hanson	Nesreproductions		x
Bust A Nut : Flight of the Harbinger	Micheal Swanson	Right Nut	Oct.2011	x
Chunkout 2	James Todd	Retrozone	May.2008	308
Chunkout 2 NWCGE 2k8 Champion	James Todd	Retrozone	Aug.2008	308
Chunkout 2 AGEexpo 2008 Champion	James Todd	Retrozone	Sep.2008	308
Chunkout 2 Retro Gaming Expo 2k9 Champion	James Todd	Retrozone	Sep.2009	308
Chunkout 2 Japan	James Todd	Retrozone	Dec.2008	308
Color Caves	Grasshopper	Alex Mauer	2007	309
D+Pad Hero		The NES Dump	2009	x
D+Pad Hero 2		The NES Dump		x
Dragon Feet	Vinnie Crisafulli	Vinnie Crisafulli	2012	x
Dragon Leap	Vinnie Crisafulli	Vinnie Crisafulli	2013	x
Flappy Block		Sly Dog Studios		x
Galaxxon		The NES Dump		x
Garage Cart	Parsell/Covell	Strangulation	Mar.2005	x
Geminim	Sivak	Sivak Games	Mar.2008	313
GemVenture	Tom Livak	Retrozone	Oct.2010	314

Game Title	Developer	Publisher	Rel.	Pg
Glider	Brian Parker	Retrozone	Apr.2008	314
Glider	Brian Parker	Retrozone	Apr.2008	314
Homebrew World Championships 2012		Retrozone	Nov.2012	194
I Wanna Flip The Sky				x
K.Y.F.F - Kill Your Fucking Friends	Sly Dog Studios	RetroZone	2012	x
Kool-Aid Man		The NES Dump		x
LAN Master		The NES Dump		x
Lawn Mower		The NES Dump		x
MGC 2011	Various	Memblers Industries	Mar.2011	x
Midwest Gaming Classic Homebrew Showcase			2011	x
Moon8		Brad Smith	2010	x
Mystic Pillars	Sivak	Sivak Games	Nov.2008	322
Mystic Pillars	Sivak	Retrozone	Dec.2008	322
NAGE Hunt	James Todd	Retrozone	Feb.2009	322
Nomolos: Storming the Catsle	Derek Andrews	Gradual Games	May.2012	323
Nomolos: Storming the Catsle	Derek Andrews	Retrozone	May.2012	323
Pegs	Robert Bryant	Gamereproductions	Oct.2008	x
Pong and Headbounce		The NES Dump		x
Retard Adventure	Imagineering	Strangulation	2002	x
Roadkill: Natural Instinct	Imagineering	Strangulation	2002	x
Siamond	Sivak	Sivak Games	May.2008	313
Siamond/Geminim	Sivak	Retrozone	Jun.2008	313
Sir Ababol		Mojon Twins	2013	x
Slappin' Bitches	Micheal Swanson	Right Nut	Mar.2011	x
Slappin' Bitches	Micheal Swanson	Right Nut	Mar.2011	x
Snail Maze Game		Sly Dog Studios		x
Sneak N Peak SE	Kevin Hanley	Khan Games	Jan.2011	x
Sneak N Peak	Kevin Hanley	Khan Games	Jan.2011	x
Solar Wars	Chris Covell			x
Special NeSnake 2	Brian Parker	Retrozone	Jun.2008	x
Streemerz	Faux Game Co.	Faux Game Co.	2012	332
Study Hall	KHan Games	RetroZone	2014	x
Study Hall - Limited Edition		RetroZone	2013	x
Sudoku(Grey)	Al Bailey	Self-Published	Apr.2007	333
Sudoku(Gold)	Al Bailey	Self-Published	Apr.2007	333
Sudoku 2007	Al Bailey	Retrozone	Jun.2008	333
Super Bat Puncher Demo	Morphcat	Morphcat		x
Super NeSnake 2	Brian Parker	Retrozone	Jul.2008	334
Super Synth Drums Cartridge				x
Tic-Tac XO	Robert Bryant	Retrozone	Jun.2008	335
Ultimate Frogger Champion	Kevin Hanley	Retrozone	May.2009	336
Ultimate Frogger Champion	Kevin Hanley	Retrozone	May.2009	336
Urban Acid Zombies	Imagineering	Strangulation	2002	x
Vegavox	Grasshopper	Alex Mauer	2007	337
Vegavox II	Grasshopper	Alex Mauer	2009	338
Virus Cleaner	Robert Bryant	Slydog/Airwalk	May.2011	x

Wii Virtual Console Released Nes Games

"en.wikipedia.org (27.04.14)"

The following is a list of the 92 games available on the Virtual Console for the Wii in North America. These games can also be played on Wii U through Wii Mode.

"The wii is in my opinion the best nes emulator i have played. The sound and the graphic are in my eyes, just as the original Nintendo."

Game Title	Developer	Publisher	Rel.	Pg
A Boy and His Blob: Trouble on Blobolonia	Imagineering	Majesco	Nov. 2009	75
Adventure Island	Hudson Soft	Hudson Soft	Sep. 2007	48
Adventures of Lolo	HAL Lab.	HAL Lab.	Aug. 2007	50
Adventures of Lolo 2	HAL Lab.	HAL Lab.	Jan. 2008	51
Balloon Fight	Nintendo	Nintendo	Jul. 2007	61
Baseball	Nintendo	Nintendo	Jan. 2007	64
Bases Loaded	TOSE	Jaleco	Apr. 2008	65
Bio Miracle Bokutte Upa *(famicom)*	Konami	Konami	Jun. 2008	296
Blades of Steel	Konami	Konami	Dec. 2007	72
Blaster Master	Sunsoft	Sunsoft	Dec. 2009	72
Bubble Bobble	Taito	Taito	Dec. 2007	76
BurgerTime	Data East	G-Mode	Dec. 2012	79
Castlevania	Konami	Konami	Apr. 2007	84
Castlevania II: Simon's Quest	Konami	Konami	Oct. 2007	84
Castlevania III: Dracula's Curse	Konami	Konami	Jan. 2009	84
City Connection	Jaleco	Jaleco	May. 2008	88
Clu Clu Land	Nintendo	Nintendo	Sep. 2008	89
Crash 'N' The Boys: Street Challenge	Technōs Japan	Aksys Games	Sep. 2009	94
Dig Dug	Namco	Banda/Namc	Jun. 2008	x
Donkey Kong	Nintendo	Nintendo	Nov. 2006	105
Donkey Kong 3	Nintendo	Nintendo	Jul. 2008	105
Donkey Kong Jr.	Nintendo	Nintendo	Dec. 2006	106
Donkey Kong Jr. Math	Nintendo	Nintendo	Sep. 2007	106
Double Dragon	Technōs Japan	Aksys Games	Apr. 2008	107
Double Dragon II: The Revenge	Technōs Japan	Aksys Games	Jun. 2012	107
Double Dribble	Konami	Konami	Nov. 2007	108
Elevator Action	Taito	Taito	Mar. 2007	115
Excitebike	Nintendo	Nintendo	Mar. 2007	116
Faxanadu	Hudson Soft	Hudson Soft	Feb. 2011	118
Final Fantasy	Square	Square Enix	Oct. 2009	119
Galaga	Namco	Banda/Namc	Apr. 2007	126
Ghosts 'n Goblins	Capcom	Capcom	Dec. 2007	130
Gradius	Konami	Konami	Jan. 2007	133

Game Title	Developer	Publisher	Rel.	Pg
Ice Climber	Nintendo	Nintendo	Feb. 2007	143
Ice Hockey	Nintendo	Nintendo	Dec. 2006	143
Kid Icarus	Nintendo, TOSE	Nintendo	Feb. 2007	156
King's Knight	Workss	Square Enix	Mar. 2008	157
Kirby's Adventure	HAL Laboratory	Nintendo	Feb. 2007	158
Life Force	Konami	Konami	Feb. 2009	167
Lode Runner	Douglas Smith	Hudson Soft	Jun. 2007	168
Lunar Pool	Compile	D4 Enterprise	Oct. 2007	170
Mach Rider	Nintendo	Nintendo	Jul. 2007	172
Mario Bros.	Nintendo	Nintendo	Nov. 2006	176
Mega Man	Capcom	Capcom	Aug. 2008	177
Mega Man 2	Capcom	Capcom	Sep. 2008	177
Mega Man 3	Capcom	Capcom	Nov. 2008	178
Mega Man 4	Capcom	Capcom	Apr. 2010	178
Mega Man 5	Capcom	Capcom	Jun. 2011	178
Metroid	Nintendo	Nintendo	Aug. 2007	180
Mighty Bomb Jack	Tecmo	Tecmo	May. 2007	182
Milon's Secret Castle	Hudson Soft	Hudson Soft	Jun. 2007	184
NES Open Tournament Golf	Nintendo	Nintendo	Jun. 2007	189
NES Play Action Football	Nintendo	Nintendo	Sep. 2007	189
Ninja Gaiden	Tecmo	Tecmo	May. 2007	192
Ninja Gaiden II: The Dark Sword of Chaos	Tecmo	Tecmo	Oct. 2007	192
Ninja Gaiden III: The Ancient Ship of Doom	Tecmo	Tecmo	Feb. 2008	193
Ninja JaJaMaru-kun *(famicom)*	Jaleco	Jaleco	Oct. 2007	298
Operation Wolf	Taito	Taito	Feb. 2008	197
Pac-Man	Namco	Banda/Namc	May. 2007	199
Pinball	Nintendo	Nintendo	Nov. 2006	204
Princess Tomato in the Salad Kingdom	Hudson Soft	Hudson Soft	Feb. 2010	208
Punch-Out!!	Nintendo	Nintendo	Apr. 2007	183
Renegade	Technōs Japan	Aksys Games	May. 2008	217
River City Ransom	Technōs Japan	Aksys Games	Apr. 2008	218
S.C.A.T.: Special Cybernetic Attack Team	Natsume	Natsume	Feb. 2011	226
Shadow of the Ninja	Natsume	Natsume	Jun. 2010	228
Sky Kid	Namco	Banda/Namc	May. 2008	234
Soccer	Intelligent System	Nintendo	Nov. 2006	237
Solomon's Key	Tecmo	Tecmo	Nov. 2006	237
Spelunker	Irem	Tozai	Mar. 2008	238
Star Soldier	Hudson Soft	Hudson Soft	Jul. 2007	242
StarTropics	Nintendo	Nintendo	Jan. 2008	244
Super C	Konami	Konami	Aug. 2007	246
Super Dodge Ball	Technōs Japan	Aksys Games	Sep. 2008	247
Super Mario Bros.	Nintendo	Nintendo	Dec. 2006	249
Super Mario Bros. 2	Nintendo	Nintendo	Jul. 2007	249
Super Mario Bros. 3	Nintendo	Nintendo	Nov. 2007	249
Super Mario Bros.: The Lost Levels *(famicom)*	Nintendo	Nintendo	Oct. 2007	299
Tecmo Bowl	Tecmo	Tecmo	Mar. 2007	255

Game Title	Developer	Publisher	Rel.	Pg
Teenage Mutant Ninja Turtles (delisted)	Konami	Konami	Apr. 2007	257
Tennis	Nintendo	Nintendo	Dec. 2006	259
The Legend of Kage	Taito	Taito	Feb. 2007	164
The Legend of Zelda	Nintendo	Nintendo	Nov. 2006	165
Ufouria: The Saga	Sunsoft	Sunsoft	Aug. 2010	272
Urban Champion	Nintendo	Nintendo	Jan. 2007	275
Volleyball	Pax Softnica	Nintendo	Nov. 2007	277
Wario's Woods	Nintendo	Nintendo	Nov. 2006	278
Wrecking Crew	Nintendo	Nintendo	Nov. 2007	287
Xevious	Namco	Banda/Namc	Jan. 2007	290
Yoshi	Game Freak	Nintendo	Jul. 2007	291
Yoshi's Cookie (delisted)	Bullet Proof Soft.	Nintendo	Apr. 2008	291
Zanac	Compile	D4 Enterprise	Dec. 2007	293
Zelda II: The Adventure of Link	Nintendo	Nintendo	Jun. 2007	293
Zoda's Revenge: StarTropics II	Nintendo	Nintendo	Dec. 2008	294

Virtual Console™

picture from:
"http://www.cubed3.com"

How to disable the NES lockout chip

"https://www.ifixit.com/Guide/Disable+Nintendo+Entertainment+System+Lockout+Chip/15677"

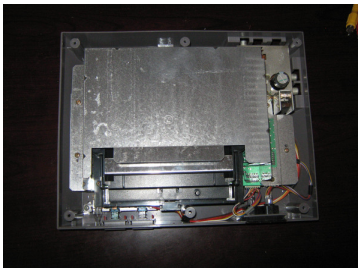
Is your NES giving you the blinking red light?
Disable the lockout chip, and this will no longer be an issue.

The lockout chip was included to prevent use of pirated NES cartridges, but now some lockout chips have serious issues and may cause the system to malfunction. Disabling the lockout chip solves the problem when you have a good 72-pin connector, and it also improves the chances the game reads the first time, so it makes the NES more reliable.

The procedure given here should work for ANY old design NES (toaster model).
The new design NES doesn't have a lockout chip anyway.

2.

3.



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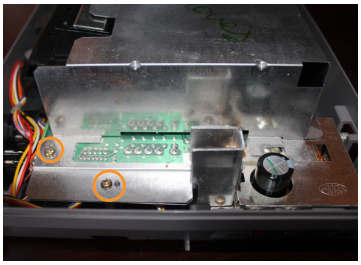

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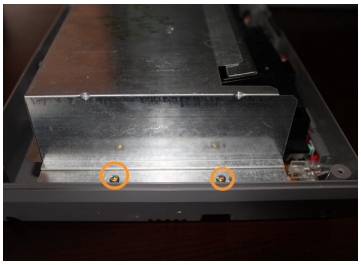


1• Disconnect your A/V and power cord from the NES, and flip the unit over.

2• Remove 6 screws from the bottom of the NES.

3• Remove the cover of the NES by lifting up.

4• With the cover off, remove the screws holding the motherboard and the shield for the 72-pin connector.

5• With the screws holding the RF shield on for the 72-pin connector out of the console, remove 6 screws holding the cartridge sled in. The two silver screws are longer, so put those aside elsewhere.

6• Remove the cartridge sled by lifting forward till it comes out.

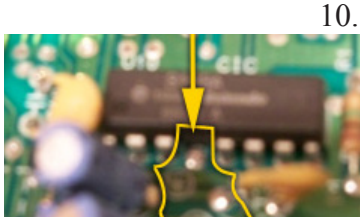
7• Remove 2 screws holding the motherboard in. These are by the RF modulator to remove the motherboard.

8• Remove 2 of the 3 connections to the front of the console. You do not have to disconnect the connection marked red in the picture if you do not want to since the RF shield isn't in the way of it.

9• Lift up and remove the motherboard and locate the 3193A IC. This is the lockout chip.

10• Using a Phillips #000 screwdriver or something thin, like a needle, bend the 4th pin on the lockout chip to break it and disable the lockout chip. You want to do this to the 3193A chip or 3195A IC in some of the European NES.

10.



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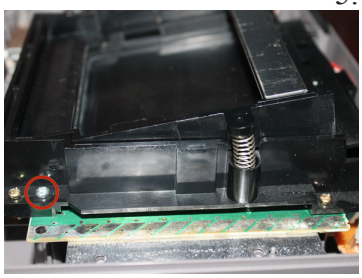

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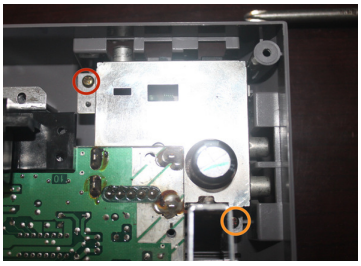

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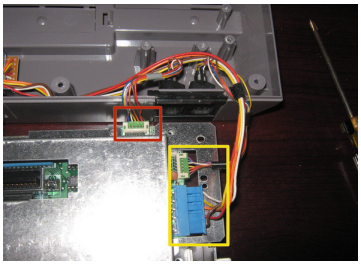

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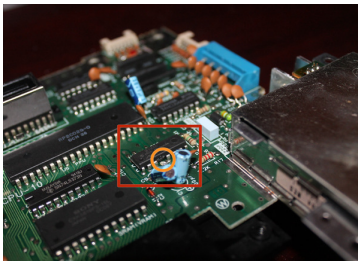
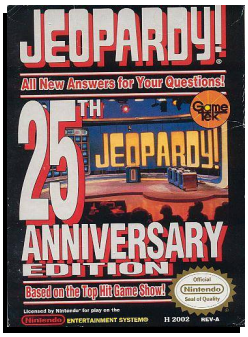


FuckingFuckUp

I don`t know how in the hell i managed to miss these two shitass games. I must have confused them with the Wheel of Fortune series.

Anyway, i had to shove them in here at the last page, as i suck at editing books also. I didn`t use automatic pagenumbers, so i had to enter them in manualy. At the time of writing i am at the very last of this fucking timeconsuming monster of a project. So if i would shove them in at their original place, i would had to re-fucking-write every fucking pagenumber on the pages AND on the NES checklists. And that would have fucking destroyed my damn head.

Sorry for all the profanity but i am a little pissed at myself.



Jeopardy! 25th Anniversary Edition

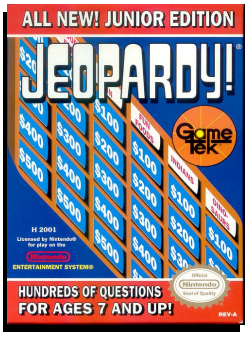
5.4

Developer	Rare
Publisher	GameTek
Release date	(us) June 1990
Genre	Game Show
Players	1-3 Player(s) alternating

- Based on the television game show of the same name. The 25th anniversary edition of this quiz show requires you to provide ‘questions’ in response to the ‘answer’ clues. The harder the question the more money it is worth.
- You can play with 1-3 players. If less than 3 players are competing they may choose whether or not to play against the computer.

NTSC-U

US Rarity: 5

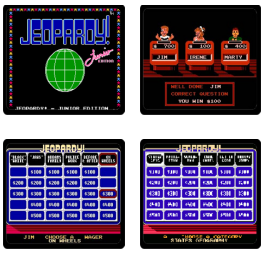


Jeopardy! Junior Edition

4.9

Developer	Rare
Publisher	GameTek
Release date	(us) October 1989
Genre	Game Show
Players	1-3 Player(s) alternating

- Just as in the television show, there are three rounds to this game: Jeopardy!, Double Jeopardy!, and Final Jeopardy!
- This edition is for younger players.



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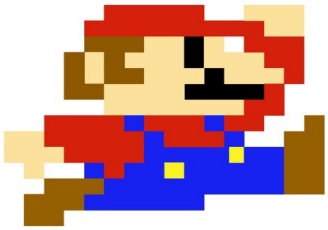
A picture of Dr Kawashima.

For Your Enjoyment



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